TIPS & TACTICS
The legend of
ZELDA
INSTRUCTION BOOKLET

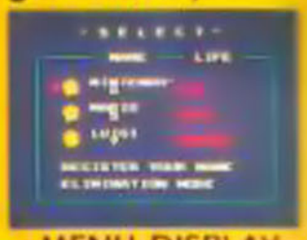
LET'S START THE LEGEND OF ZELDA!!

1. CREATING YOUR OWN LINK CHARACTER!!

Link, the hero of The Legend of Zelda, does not yet exist. You create Link by first registering your player name. You may create a total of three different Link characters.

When you load the game pak into the unit and turn on the power, the title display as shown on the right appears, and the demonstration begins. When you press the START button and the display on the right appears, line up the heart with REGISTER YOUR NAME using the SELECT button. Then press the START button. Use the SELECT button to line up the heart with the Link character you wish to name. Enter your name (maximum of eight letters) using the Control Pad (to select a letter) and the A button (to set a letter).

Once you have registered your name, line up the heart with REGISTER END in the display, and press the START button.



MENU DISPLAY

2. ERASING AN OLD LINK CHARACTER

If you decide you want to start your game from scratch with a new Link character, you can erase all the data for an old Link using the ELIMINATION MODE. Line up the heart with the ELIMINATION MODE and press the START button. Move the heart to the Link you want to erase and press the START button. This will erase the name. Move the heart to ELIMINATION END and press START again. This permanently erases all the data for the Link selected. Use this mode carefully! To create a new Link character, just enter your name like you did in the beginning.

3. STARTING THE GAME

Now that you have created a Link character, you are ready to start Link's adventure. Using the SELECT button, move the heart to the Link you wish and press the START button.

4. GAME OVER OPTIONS

1) If you want to continue the game, choose "CONTINUE" by using the SELECT button. Next press the START button. Three hearts of LIFE will turn red. Now you can start from the Overworld or the Underworld with possessions remaining the same!

2) If you want to finish for today and to continue another time, SELECT "SAVE" and press the START button. You can record possessions, etc. in the game pak. The information for the Link with that name will be updated and you can continue the game the next time you want to play.

3) If you want to scrap the game this time, SELECT "RETRY" and press the START button. The menu screen will appear without the data of this game being saved. In other words you can scrap this game without losing the data in the game pak from the last game.

THE HYRULE FANTASY

THE LEGEND OF ZELDA

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THE WORLD OF LONG AGO AND FAR AWAY EXISTS!

In a small country in the region of Hyrule, there existed a golden triangle known as "Triforce" which possessed mysterious powers.

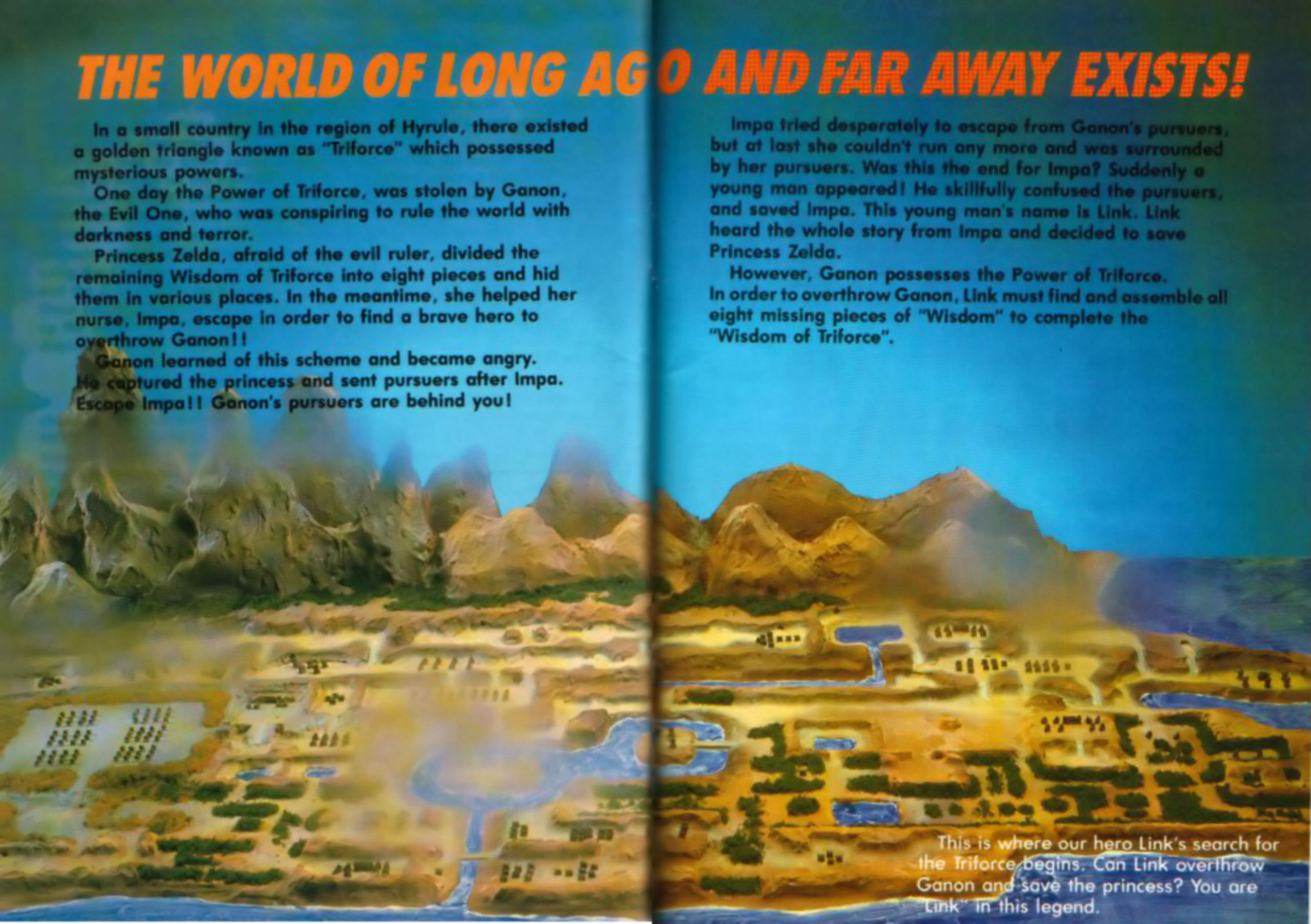
One day the Power of Triforce, was stolen by Ganon, the Evil One, who was conspiring to rule the world with darkness and terror.

Princess Zelda, afraid of the evil ruler, divided the remaining Wisdom of Triforce into eight pieces and hid them in various places. In the meantime, she helped her nurse, Impa, escape in order to find a brave hero to overthrow Ganon!!

Ganon learned of this scheme and became angry. He captured the princess and sent pursuers after Impa. Escape Impa!! Ganon's pursuers are behind you!

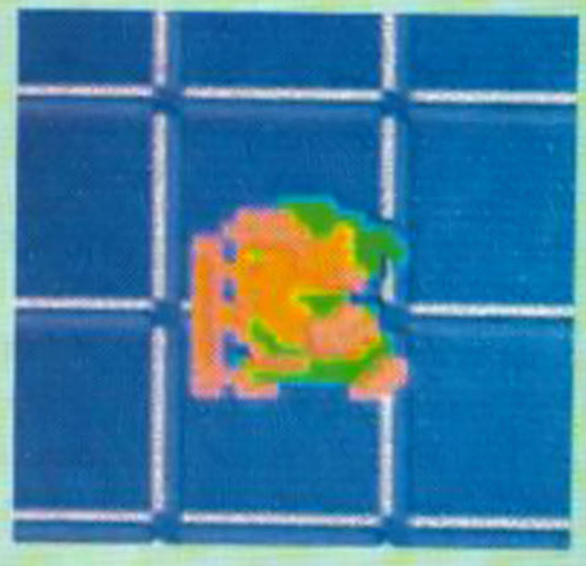
Impa tried desperately to escape from Ganon's pursuers, but at last she couldn't run any more and was surrounded by her pursuers. Was this the end for Impa? Suddenly a young man appeared! He skillfully confused the pursuers, and saved Impa. This young man's name is Link. Link heard the whole story from Impa and decided to save Princess Zelda.

However, Ganon possesses the Power of Triforce. In order to overthrow Ganon, Link must find and assemble all eight missing pieces of "Wisdom" to complete the "Wisdom of Triforce".



This is where our hero Link's search for the Triforce begins. Can Link overthrow Ganon and save the princess? You are "Link" in this legend.

YOU ARE THE HERO, 'LINK'!



The hero of this game, Link, is a brave youth who must fight against the evil Ganon all alone. Link's adventure develops both in the Overworld, a beautiful natural place with woods, lakes and mountains, and in the Underworld, a place much more complex than that which lies above.

Ganon possesses the Power of Triforce. In order to overthrow Ganon, you have to complete the "Wisdom" of Triforce with the eight hidden pieces. These pieces have been hidden somewhere in the Underworld mazes. Can Link possibly invade Death Mountain to overthrow Ganon with the help of the completed "Wisdom" of Triforce.

Princess Zelda's fate is unknown.

In this game you are the hero, Link. You must enter the world of Link. Let the fabulous adventure begin. Many enemies stand between you and a successful rescue. Put aside your fears and march on. As you go forward, you will solve many mysteries. You are the one who can conquer the Evil Ganon.

HEARTS FOR LINK'S ENERGY

At the upper right on the screen, hearts appear indicating the energy of Link. When Link is attacked by an enemy, one of these hearts turns white. If all hearts turn white, it means Link is dead and the game is over. If you use your sword when the hearts are all red, a beam is discharged.

You can shoot at your enemies in the distance with this beam. There are three hearts given to you at the beginning of the game. You gain additional life by obtaining a Heart Container. Each new heart you win also changes a white heart back to red. The key to winning is to make the hearts last a long time.

FIGHT ENEMIES WITH SWORDS

Link does not possess any weapons at the beginning. In order to attack enemies you must obtain a weapon. If you use your sword you can cause damage to almost all of your enemies. There are three kinds of swords: the regular sword, the white sword and the magical sword. The white sword has twice the power of the regular sword. The magical sword, the most powerful sword of all, is four times as powerful as the regular sword. You can obtain the regular sword rather easily but the white and magical swords are difficult to obtain.

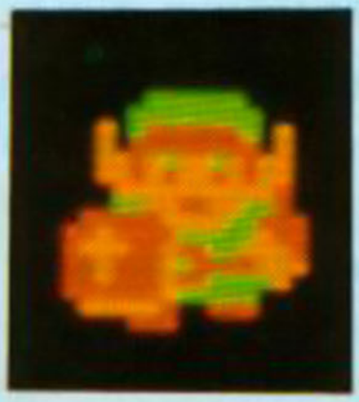
Sword

White Sword

Magical Sword

USE YOUR SHIELD TO BLOCK THE ATTACK FROM YOUR ENEMIES

You can block the attack from your enemies with the shield when Link is not attacking. However, the shield does not protect you from a "body crash", so be careful. It is a good idea to keep in mind when to use your sword and when you should use your shield. There are two kinds of shields. Link has a regular shield at the beginning but somehow you need to obtain a magic shield.



REGULAR SHIELD:
Link has it from the beginning. You can block stones and spears thrown at you by your enemies.

THE MAGIC SHIELD:
It's much bigger than the regular shield. You can block beams, swords and even magic spells from your enemies.

OTHER CHARACTERS

Link has to fight against Ganon all by himself. However, there are people who are not enemies of Link. Some people in the Overworld caves help Link. If you see these people you can get wonderful information from them and can also obtain weapons. Little old men and ladies, and merchants live in the caves. Some caves are visible but some are not because they are hidden. You have to look for these invisible caves. Some people in the Underworld mazes can help Link too. From them you can gather information about the weaknesses of your enemies and where treasure is hidden. Fairies, who can turn white hearts back to red, are also your strong allies. Use fairies to help in battle with your enemies.

MERCHANTS

Link can buy a lot of things from a merchant by picking up what he wants. Be careful not to miss chances because there are things that you can only get from the merchant.

PRINCESS ZELDA

She is held captive in a room in Death Mountain as result of Ganon's anger since she hid the Wisdom of Triforce. Unless you beat Ganon, you can't save the princess.

LITTLE OLD MEN

Be grateful for these people who give you information, Water of Life, Heart Containers and weapons. They are also in the Underworld mazes. You should be careful, however, because some little old men are stingy.

LITTLE OLD LADIES

They provide information and sell Water of Life. Money (rupees) and other items are necessary to buy Water of Life. Money is also necessary to buy information.

FAIRIES

If you beat your enemies and save fairies that they have captured, these fairies can turn white hearts back to red for you. Fairies who live in the fountains can turn all the white hearts back to red hearts with magic.

TREASURES THAT LINK CAN OBTAIN

RUPEES

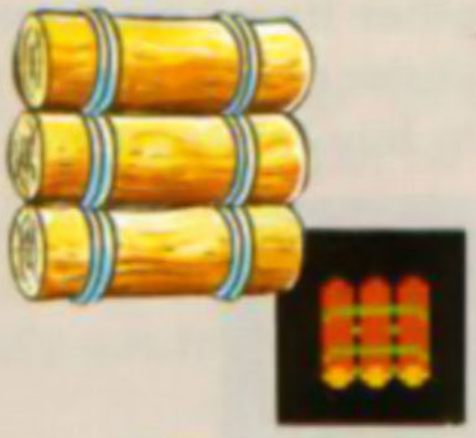
This is the currency of the kingdom. One might appear when you beat an enemy. A blue rupee is five times as valuable as a yellow one. 255 yellow rupees are the maximum that Link can possess. Although you can use rupees to buy treasures from the merchants, don't spend your rupees carelessly.

LADDER

This item of treasure lets Link cross holes or rivers that are as wide as he is. Link then has the great advantage of being able to attack his enemies when he is on the ladder over rivers or holes.

RAFT

You need the raft to cross lakes and oceans but you can only launch it from a dock. There are many places you will want to go from the docks, but without the raft you can't get to those places.



MAPS OF THE UNDERWORLD MAZES

These maps keep you from having to worry about getting lost in the Underworld mazes. The map of each maze can be found somewhere in that maze so try to find it as soon as possible.

COMPASSES

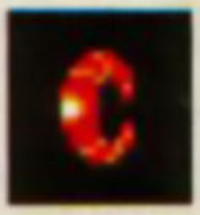
A compass directs you to "Triforce". Like maps, the compasses await you in the mazes so look for them! It will be a double advantage if you find both a compass and a map.

LETTER TO A LITTLE OLD LADY

This is a letter that you show to a little old lady. You can get it from someone somewhere in the Overworld. This is your ID to use when you need to buy certain items.

POWER BRACELET

Link can get more power if he finds this bracelet. With it, Link can even move rocks, but it's not easy to find. Use your imagination.



MAGICAL CLOCKS

A magical clock sometimes appears when you beat your enemies. When it does and you pick it up, your enemies on the screen can't move so you have plenty of time to attack them. Keep in mind, however, that you can enjoy the power of this magical clock only within that particular screen.

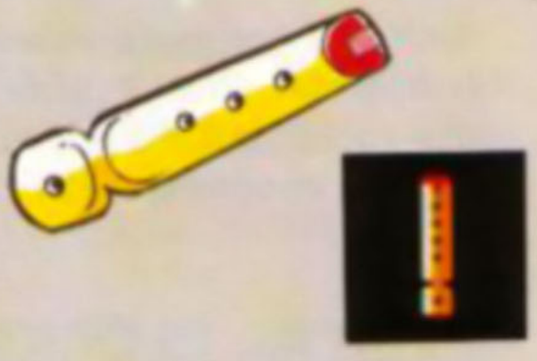
WOODEN BOOMERANG AND THE MAGICAL BOOMERANG

These are very effective weapons because with them you can damage weak enemies and you can freeze almost all your other enemies. You can throw the magical boomerang farther than the wooden one.

BOMBS

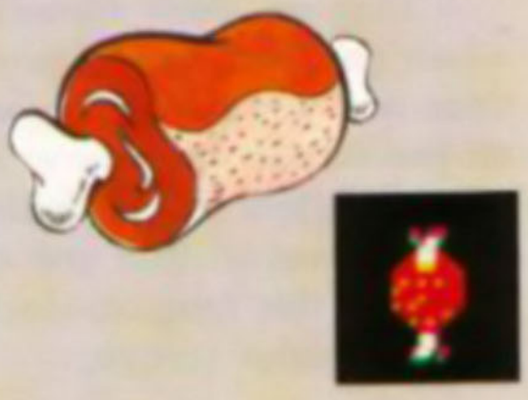
The blast of the bomb is deadly to your enemies. A bomb may appear when you beat an enemy. When you pick up a bomb, you actually get four bombs to use. You can have as many as eight bombs at one time at the beginning of the game. The merchants occasionally sell bombs, too.

WHISTLE



This magic item creates many mysteries with its unusual sound. By playing the whistle to call a tornado, you can warp to an unobstructed entrance to the Underworld. The tornado will also clear your path.

BAIT FOR LINK'S ENEMIES



Some enemies like Octorok are attracted to bait. During the time that your enemies are attracted to the bait, you are free to attack them. On some enemies, however, bait has no effect. Remember, you need money (rupees) to buy bait.

WATER OF LIFE

Water of Life can be a tremendous help to you. By drinking it, you can turn all white hearts to red hearts. There are two kinds of water: red and blue. When you drink red water, it turns blue and when you drink blue water, it disappears. Water is for sale, but sometimes it is also free.

MAGIC WAND

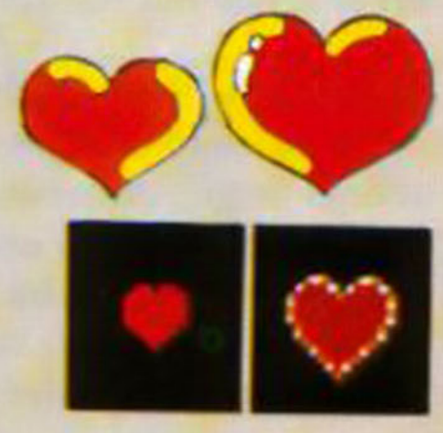
Wizzrobe, an enemy in the Underworld mazes, uses this wand. With the magic wand, Link can cast magical spells. Link can also use this wand instead of the beamless sword. It is a very valuable treasure.

MAGIC BOOK

Link can learn many magic spells from the magic book. Using both the magic book and the magic wand, Link can cast magic spells to create a flame. The flame can be used like a candle.

HEARTS AND HEART CONTAINERS

Obtaining a Heart Container gives you an extra heart for the game. Heart Containers can turn white hearts back to red giving you new Life. Life is a very important treasure as it is Link's vital power.



REGULAR KEYS AND THE MAGICAL KEY

You must have keys to open doors in the mazes. The regular key can be used only once but the magical key can be used as many times as you want. If you obtain the magical key, the number indication turns to "A" (Almighty).

BLUE RING AND RED RING

These rings are useful when attacking your strong enemies. The blue ring cuts in half any damage you might sustain. The red ring reduces any damage to one-fourth. You can buy the blue ring, but the red ring is not for sale.

THE BOW, WOODEN ARROWS, AND SILVER ARROWS

To use the bow and arrows, you must find both. Each time you shoot an arrow you lose one rupee. Some enemies can only be beaten by using arrows. You can buy the wooden arrows, but the silver arrows are not for sale.

BLUE CANDLE AND RED CANDLE

These candles light up the dark rooms in the Underworld mazes. The blue candle can be used only once but the red candle can be used many times within each screen. You can attack your enemies with the fire of the candle.

THE ENEMY CHARACTERS OF THE OVERWORLD

TEKTITES

Two kinds of Tektites jump when they move. The red Tektite jumps farther than the blue one, although both their powers are rather weak. However, they are always able to inflict some damage to Link so try not to be careless around Tektites. You can attack them by carefully watching for their jumps. The key to fighting them is to not be scared by their movements.

OCTOROKS

An Octorok is a kind of octopus that lives in the Overworld. There are two kinds of Octoroks, red ones and blue ones. Their weapons are the stones they spit from their mouths. The blue Octorok is a little stronger than the red Octorok, although neither are very strong. Link will sustain damage if a stone spit by an Octorok hits him. You must dodge the stones as soon as they are spit or protect yourself with the shield if you are not using your sword at that time. The shield and the sword can't be used at the same time.

LYNELS

There are rascally devils that defeat those who come close to Death Mountain. Its offensive power is very strong. Lynel fights against Link with its sword but Link's shield is too small to block its sword. Unless Link has a magic shield, it's dangerous to fight with Lynel.

In short, do not get too close to the area where Lynels lurk without a magic shield. However, you will be better able to defend yourself if you have a more powerful sword than the regular sword.

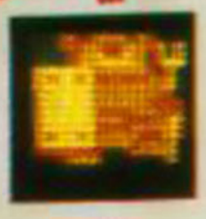
PEAHATS

They are reincarnations of flowers that fly around. It's not a powerful attacker, but it is impossible to hurt while it's flying. In addition to that difficulty, it rarely stops. The best strategy is not to pay any attention to it. After you beat all enemies except the Peahat, get away from that area as soon as possible, unless you have the magical clock, with which you can easily beat it.

MOLBLINS

There are small ogres, with bulldog faces, that inhabit the woods. Its weapons are arrows, and it's more powerful than Octorok. You must block Molblin's arrows with the shield. It's easy to attack Molblin with the beam from your sword when your Life Hearts are all red. If you are not able to use the beam, keep cool and go for it.

ARMOS

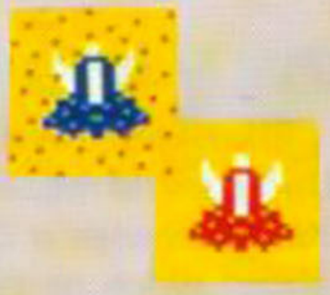


Soldiers who turned to stone and are able to move only if Link touches them. You don't have to be too afraid of one because its offensive power is not very strong. Remember not to touch Armos when you pass by him. As long as you don't touch Armos, he stays as harmless as stone. Don't ask for trouble. The only exception is when Armos has some kind of secret. The only way to know if Armos is hiding a secret is to bring him to life.

LEEVERS

They live in the Underworld and eat your life energy. There are two kinds of Leevers, red ones and blue ones. The color indicates their power. A blue Leever is more powerful than a red one. They spring up from the Underworld.

Be careful of their sudden attacks when you go through the areas where they live.



GHINIS

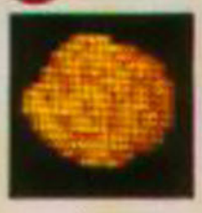
These are the ghosts that inhabit the cemetery. There are two kinds of Ghinis, the ones that are in the cemetery from the beginning and the ones that come out if Link touches a tombstone. Their offensive power is as strong as Armos. There is always one Ghini in each area of the cemetery. You can't beat the Ghinis that come out of the tombstones. But, you can plot the total destruction of Ghinis by beating the Ghini that was in the area from the beginning. It is still best not to touch the tombstones.

ZOLAS

These are swamp devils that inhabit the water. With just its face showing, the swamp devil shoots a beam toward you. Your small shield is useless against the devil's beam. Zola appears in almost any river, lake or ocean. So avoid going through these areas unless you have the magic shield. Although it is possible to beat Zola with the beam of the white and the magical swords, it's not really necessary. Just avoid the beams.

ROCKS

These natural obstacles fall down from Death Mountain and are impossible to destroy. All you can do is dodge them. Only the part of the rocky mountains shown on the Overworld map are dangerous. You are better off to avoid these areas if you have a low number of hearts. Hopefully you will have enough hearts at the time you happen to go through these rocky mountains.



ENEMY CHARACTERS OF THE UNDERWORLD

ZOLS AND GELS

These jelly-like monsters roam around in the Underworld mazes. If you cut a Zol in half, each half becomes a Gel. Zol's offensive power is about twice as strong as Gel's. Only Gel appears at the beginning of the game.

VIRES AND KEESES

If you cut Vires in half, each half turns into a Keese. A Vire is a devil that controls Keese. They are somewhat like Zol and Gel. Vire has more offensive power than Keese.

WALL MASTERS

These giant hands jump out of walls in the mazes. If they catch you, you are sent back to the entrance of the maze. You must get away from the wall as soon as possible when a Wall Master appears.

ROPES

These poisonous snakes inhabit the Underworld mazes. A Rope is fast and has a keen sense for other animals. He strikes at you as soon as he sees you.

He doesn't have a strong offensive power, but as he gets closer to you, his speed increases. It's a good idea to let him approach you first, and then attack him.

STALFOS

These nasty skeletons have a sword in each hand. In contrast to their appearances, they have weak offensive power. Although it's not a very important enemy, an enemy is an enemy. You still have to be careful, otherwise Stalfos could attack you before you attack him.

GORIYAS

Goriyas are small ogres that inhabit the Underworld. There are two kinds, red Goriyas and blue Goriyas. They throw boomerangs at Link. The blue ogre is more powerful than the red one.

Because they can throw a boomerang only up to a certain distance, keep in mind the distance between you and the ogre, and use a flying weapon to attack Goriya.

WIZZROBES

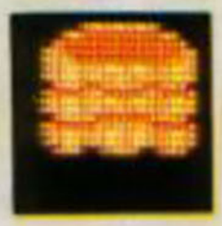
Using the magic of movement, Wizzrobes appear here and there. Wizzrobes chant spells which are blocked only by the magic shield. There are two kinds of Wizzrobes, yellow ones and blue ones. Their offensive powers are strong. You must be more careful with the blue Wizzrobes. The movement of the yellow Wizzrobes, however, is easily detectable.

POLS VOICES

Monsters that have big ears but their weakness is loud noises. So far the only way you know to attack one is to surpise him by making a loud sound. There will be other opportunities to attack him but you must use your own imagination. Even if you don't come up with any new ideas to attack him, you can always try the sword.

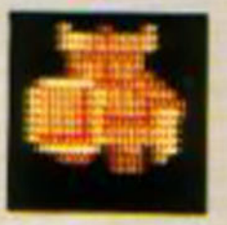
LIKE LIKES

Troublesome tube-like monsters. Don't panic! Their favorite food is magic shields. The magic shield itself is difficult to obtain so you don't want to let a Like Like eat it. Try to find a way to attack him without getting too close.



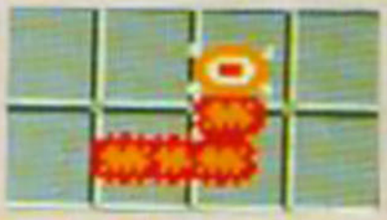
DARKNUTS

These knights live in the Underworld mazes. A Darknut is a very powerful enemy. Since he also has a shield, he can easily block your forward attacks. For this reason, you must attack him from either his side or his back. Using a bomb is a good idea too.



LANMOLAS

Giant centipedes. It's not effective to attack one's head so aim at his body. There are two kinds of Lamolas, red ones and blue ones. They both move very quickly but the blue Lanmola moves with ultra high speed. It's dangerous to get too close so you must have a weapon that enables you to attack him from a distance.



GIBDOS

Mummy men, Gibdos attack you with a "body crash" without using any weapons. Since a Gibdo does not move quickly, it's not too difficult to dodge his "body crash". However, Gibdo's "body crash" is a powerful one. Be careful not to be attacked.

MOLDORMS

Giant worms that live in the Underworld mazes. It's not easy to see a Moldorm's movement because it crawls, but a Moldorm doesn't have a particularly strong offensive power. The more a Moldorm attacks, the shorter his body becomes.

DODONGOS

Giant rhinoceroses. A Dodongo is not really a powerful enemy but he easily blocks your attacks with his hard skin. Usually a giant enemy like Dodongo has some weaknesses. Somebody may tell you Dodongo's weakness.

PATRAS

There are two kinds of Patras, large ones and small ones. The Patras always fly in a group. As they attack, Patras unite in two types of formations. However, their basic pattern is many small Patras flying around one large Patra. Both large Patras and small Patras have pretty strong offensive power. Be careful.

MANHANDLAS

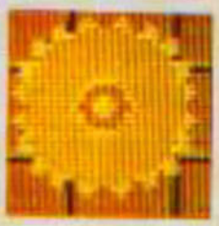
Giant flowers which have hands sticking out in four directions. A Manhandla's offensive power is rather strong, and it's very troublesome because as it loses hands, it moves more quickly. So what you must do is to attack all four hands together rather than attack it's hands one by one. Can you think of any strategies to do that?

AQUAMENTUS

Tough enemies, these are a kind of dragon called a unicorn monster. Its offensive power is especially strong because of the beams it emits in three different directions. The secret to fighting with Aquamentus is to dodge its beams. The magic shield reflects Aquamentus' beams.

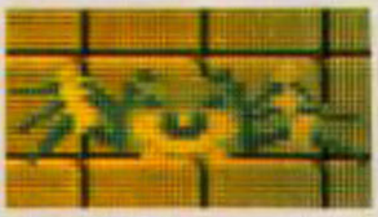
DIGDOGGERS

Giant sea urchins. If a Digdogger receives shock waves, its huge body shrinks. However, he has strong offensive power. Shock waves are Digdogger's weakness. You may be able to find out more about it from someone in the land of Hyrule.



GOHMAS

Huge crabs inhabiting the Underworld mazes Gohmas can repel any kind of attack with their hard shells. However, Gohmas have a weakness. If you attack a Gohma's weakness with a certain weapon, you can beat it. What is Gohma's weakness? What kind of weapon should you use?

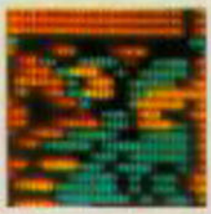


BUBBLES

"Will-o'-the-Wisps". If a Bubble attacks you, you won't sustain damage, however, you won't be able to use your sword for a few moments. If this happens while you are fighting with other enemies, the fight will be very tough for you. Watch out!

STONE STATUES

Someone has placed these Stone Statues in the Underworld mazes to get you. When Link enters a room, the Stone Statue shoots a beam at him. It's not possible to block this beam unless Link has the magic shield. Sometimes however, even if Link has the magic shield, he can't protect himself if there are several Stone Statues in the room. It's difficult to deal with the Stone Statues because you can't destroy them.

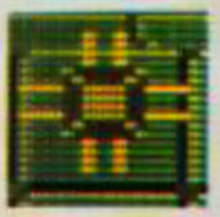


GLEEOKS

This giant two-headed dragon appears at the beginning, but three-headed and even four-headed dragons come out later. Gleeok shoots a beam, and even if you cut off its head, the head itself will attack you as it flies. Gleeok is a tough enemy.

TRAPS

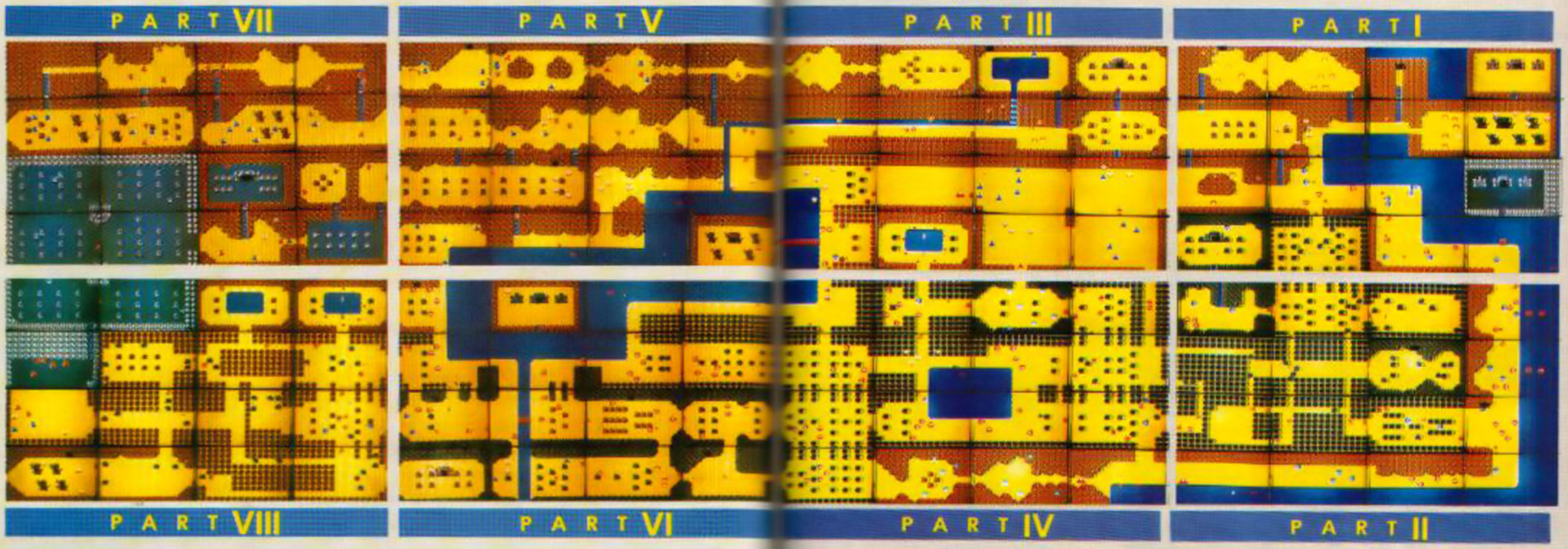
There are many Traps in the Underworld mazes. Usually the Traps are set up in the corners of a room. As Link tries to sneak by these Traps, the Traps suddenly close in. Once they close, they can't attack you again until they have returned to their corners. So the secret is to get them to move, and then pass by as they return to their corners.



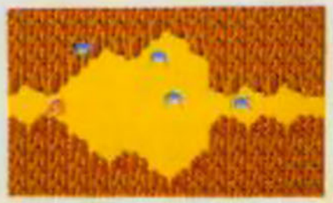
THE EVIL GANON

Ganon stole the "Power" of Triforce and is conspiring to rule the world with darkness and terror. Ganon lives in Death Mountain but other than that, nobody knows his true identity or characteristics. You won't be able to see Ganon until you have assembled the "Wisdom" of Triforce by gathering all eight pieces of "Wisdom". In order to overthrow Ganon, you must find his weakness. What in the world is Ganon's weakness? Your mission is to conquer Ganon and save Princess Zelda.

"LEGEND OF ZELDA PRESENTATION OF THE OVERWORLD MAP"



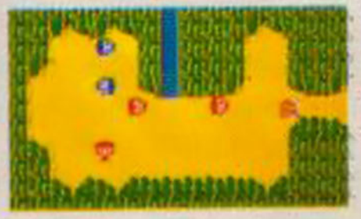
"WHAT KIND OF PLACE IS THE LAND OF HYRULE?"



In this vast land, Link will unfold his adventure. There are beautiful woods, lakes, mountains, deserts and oceans in the Land of Hyrule. The eight pieces of "Wisdom" of Triforce, which Link must find, are hidden somewhere in the Underworld mazes. First, in the Overworld, he needs to find the entrance to a maze as he fights his enemies' continuous attacks. There are a total of nine Underworld mazes. Ganon and his captive Princess Zelda are in the ninth maze. Link may meet little old men and ladies, and merchants in the Overworld caves. If Link sees these people, Link is able to get helpful information and is able to buy the weapons he needs. It's hard to overthrow Ganon without the help of these people. A lot of secrets are hidden in the Land of Hyrule. As Link advances, these secrets will be revealed. You are the hero, Link. Go forward until you conquer the evil Ganon.

"HOW TO USE THE MAPS EFFECTIVELY"

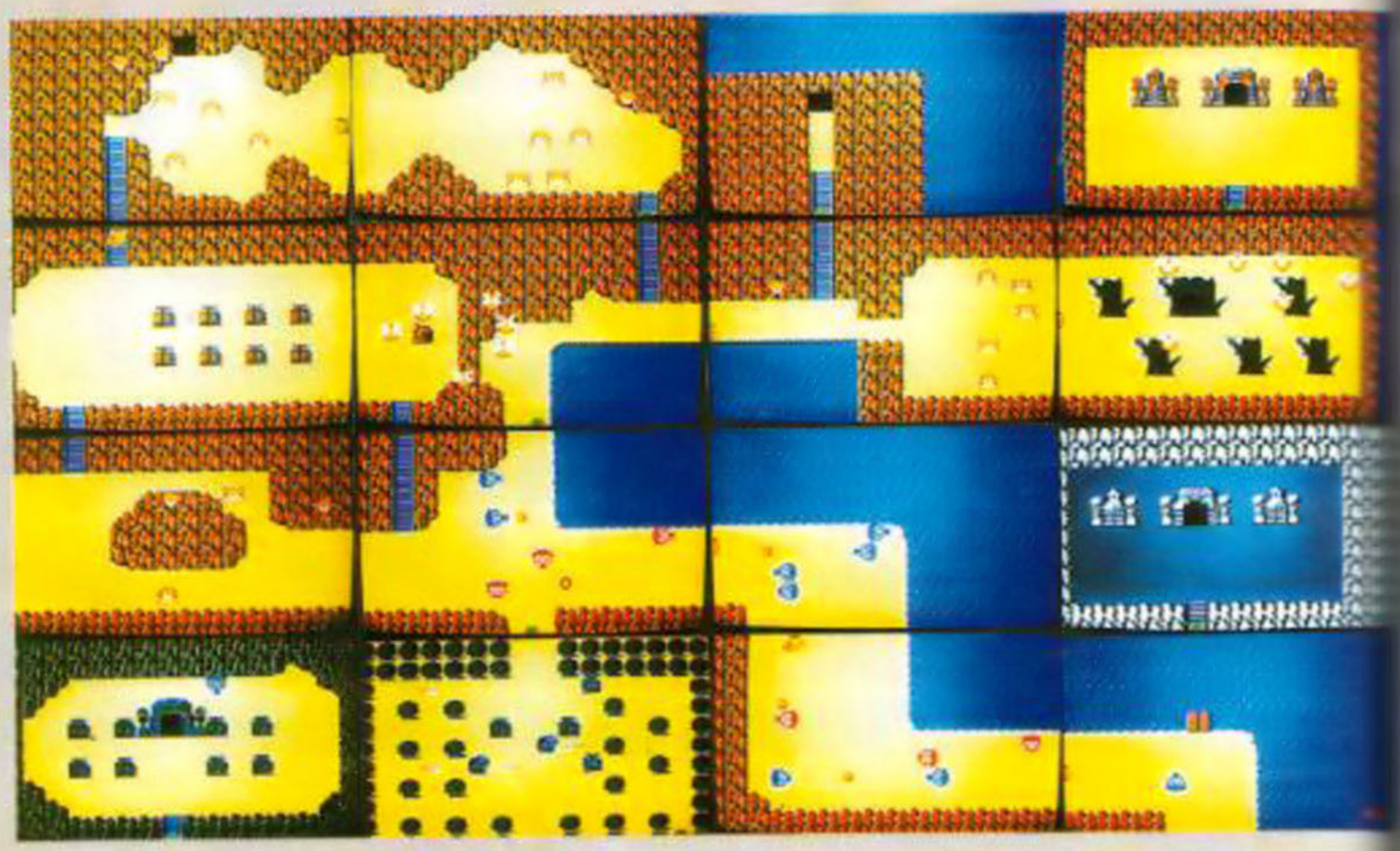
As stated before, the world of The Legend of Zelda is vast. Unless you know how to use the maps, you can easily get lost. The Overworld consists of a total of 128 screens. This book explains the Overworld by dividing it into eight parts each covering 16 screens. If you read the explanations, you will have a pretty good idea of the important points. As you go forward, check where you are by comparing the overall map with maps for Part 1 to Part 8. You won't get lost in the Underworld mazes if you refer to the maps for each individual level. There is advice about how to find the Triforce and treasure and how to attack your enemies. This advice helps you to advance in the Underworld mazes. If you study this book, overthrowing Ganon will be easier. May you succeed my friend!!!



"At last, the adventure in the Land of Hyrule begins on the next page".

OVERWORLD MAP PART I

K	G	E	A
L	H	F	B
M	I		C
N	J		D



1 "BY LETTING MOLBLIN GO, EARN RUPEES"

You can earn a reward only once for each Molblin. Think carefully when you get money.

A Molblin is hiding in the cave in the ruins of A. This Molblin is a coward and, if he asks, Link will let him go in exchange for 100 rupees. What you have to do is maneuver Link over to the rupees on the screen. 100 rupees are yours. Look for Molblins in the hidden caves somewhere in the upper left side of I and in the middle of the right half of J. N is the entrance to the Underworld maze level 2.

2 "WHETHER YOU WIN OR LOSE, IT'S A GAMBLE!!"

Keep in mind that usually you lose more often than you win in gambling.

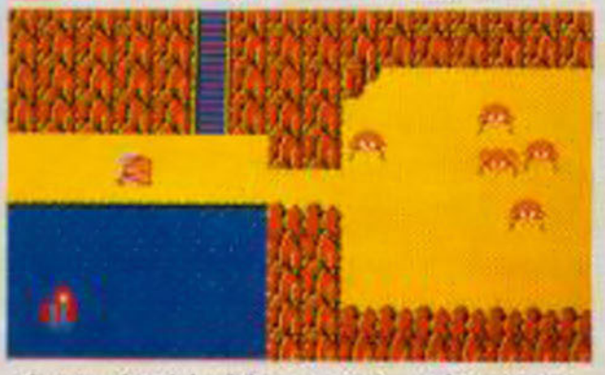
There is a little old man in the cave of the tree in B. He invites you to gamble by saying "Let's play money making game." You have to bet ten rupees as a starting gambling fee. Whether you win or lose depends on which one of the three rupees you pick. It's your decision to play or not to play. Do you want to play? By the way, there are hidden stairs somewhere in B to lead you to block A.

3 "INCREASE LINK'S LIFE"

Listen to advice and buy the medicine from her.

You can receive either a heart container or Water of Life from the little old man who lives in the cave at C. (You can choose whichever you like). In order to get to C, you must cross with the raft from the dock in D. There's another cave just like the one in C somewhere in block M. At the upper left half of G, there is a hidden cave where someone lives. If you find this cave, you can buy the blue and the red Water of Life. However, you can't buy the Water of Life with only rupees. The key is to get a letter to the little old lady from the little old man in the cave of E. He will tell you to show the letter to her.

4 "THIS IS HOW TO FIND THE HIDDEN CAVES"



If you find hidden caves, take notes about their locations and contents.

The hidden caves are often found under trees or in the rocky mountains. You can open the entrances to the hidden caves in the rocky mountains with a bomb and the ones under trees with a candle flame. It's more likely that you will find caves in the rocky mountains with flat bases and under those trees which stand alone on the screen. For

example, there is a hidden cave in the rocky mountains in block F. Try to bomb the mountain with the flat bottom. Do not enter any caves recklessly because some caves are dangerous for you. You can also find hidden caves somewhere else besides the rocky mountains and trees but to do that takes some thinking.

5 "LOOK FOR THE CAVES WITH SECRET SHORTCUTS"

Where is a cave with shortcuts on this map?

There are four hidden caves with secret shortcuts somewhere on the 128 blocks of the Overworld. If you enter one of these four caves, you can choose one of three different shortcuts. Each of these three roads will lead you to a different screen. If you take one of these shortcuts, you will get close to your destination without going the long way around. It will be very convenient once you learn to choose the right shortcuts. For instance, there is a cave with a shortcut in the middle of the left half of block H. The caves are not always in the rocky mountains or under the trees, so do your best to find them.

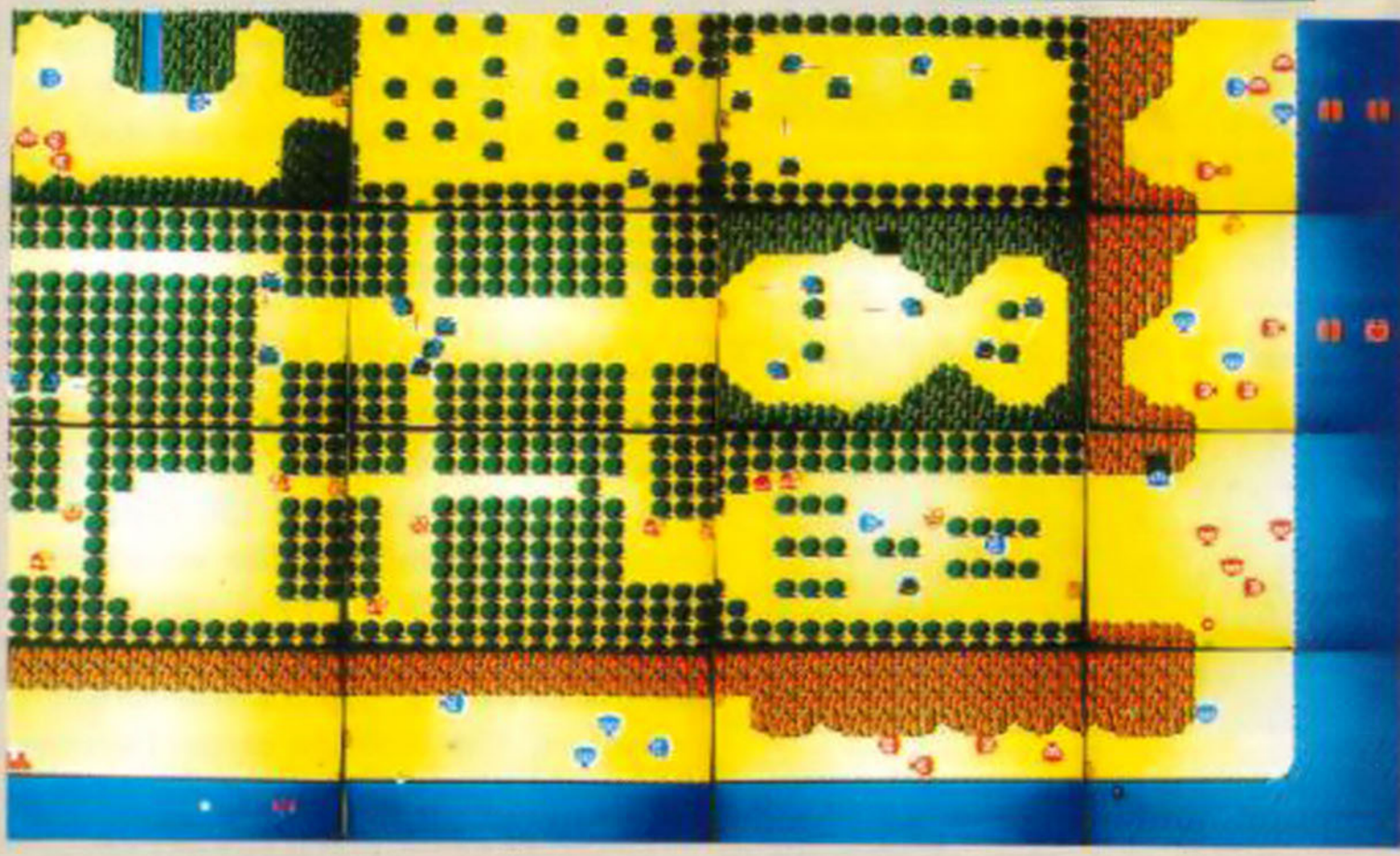
6 "GO SHOPPING IN THE CAVES WHERE THE MERCHANTS LIVE"

Don't waste your rupees. Look for the caves where you can get the best deal.

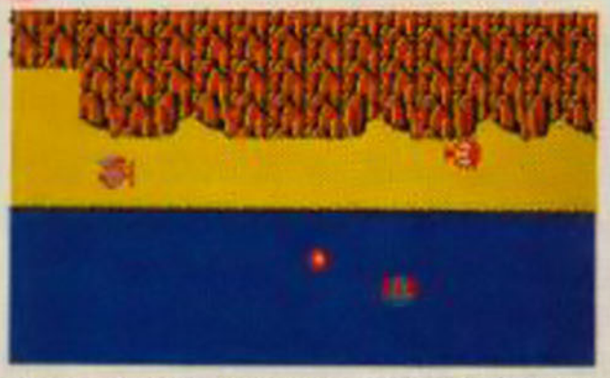
There is a Merchant in the cave in block K. The Merchants each sell three different items. For example, in this cave, the magic shield is 160 rupees, a key is 100 rupees and a blue candle is 60 rupees. It's hard to pass up the magic shield as it is your best defense, but it is most expensive here. You are likely to find cheaper magic shields elsewhere. It's better for you not to buy it here. You can often get keys free when you beat your enemies in the Underworld mazes, so you don't really need to buy a key here. You won't use the blue candle until you get to level 4, so it's not necessary to buy the blue candle at this point either.

OVERWORLD MAP PART II

	E	C	
		D	A
	F		B
H	G		



1 "SHIELD YOURSELF FROM ZOLA'S BEAMS"



Zola can't be beaten with the beam of your regular sword.

There are many seashores in this part of the Overworld. Pay attention to Zola who shoots beams when its face is out of the water. Because you can't block this beam with a small shield, avoid going to the seashore until you get the magic shield. When you have the magic shield, try to face towards the seashore at all times so that you don't have to worry about Zola's beams.

2 "HOW TO GET THE HEART CONTAINER"

If only you could get to the heart container, it's almost yours. What you need now is a ladder.

You can see a heart container floating in the ocean in block A. If you could get this heart, you could add to Link's Life Hearts. Although you really want that heart container, you can't get it without a ladder. It's very frustrating to see it without any way to get it but be patient at this point. You can find the ladder somewhere in the Underworld mazes, then you can go ahead and get this heart container.

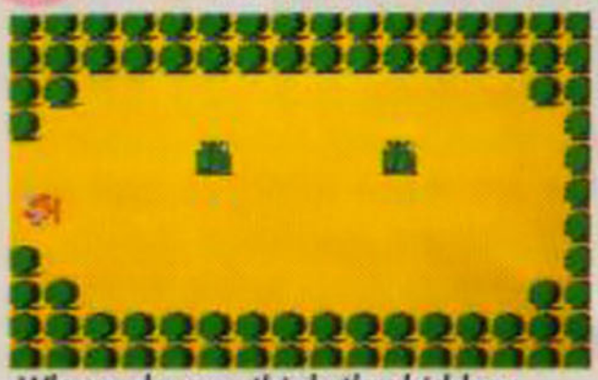
3 "THE MERCHANTS' CAVES ARE HERE"

"You'll need the wooden arrow sooner or later, so remember where you can buy it."

There are Merchants in each of the caves in blocks B and D. In the cave in B, the magic shield is 130 rupees, a bomb is 20 rupees and the wooden arrow is 80 rupees. This magic shield is a little cheaper than the first one in block K of Part 1, but it's still rather expensive. The wooden arrow becomes necessary starting from level 6 of the mazes so you really don't have to buy the wooden arrow right away. The bombs appear when you beat your enemies so you don't have to buy them now either. In the cave in D, the magic shield is 160 rupees, the key is 100 rupees and the blue candle is 60 rupees. This magic shield is too expensive.

It's out of the question.

4 "SEARCH FOR THE HIDDEN CAVES"



Where do you think the hidden caves are?

There are hidden caves in each of the blocks; C, G and H. A Molblin is in the hidden cave in block C, and this is your chance to gain additional rupees. There is a hidden cave in the upper half of G but, unfortunately, this cave can't provide you with anything you need. This is where you can play the "money making game". You don't

always win this game, so be careful not to waste rupees. The cave in C is in a very tricky place but it's worth looking for.

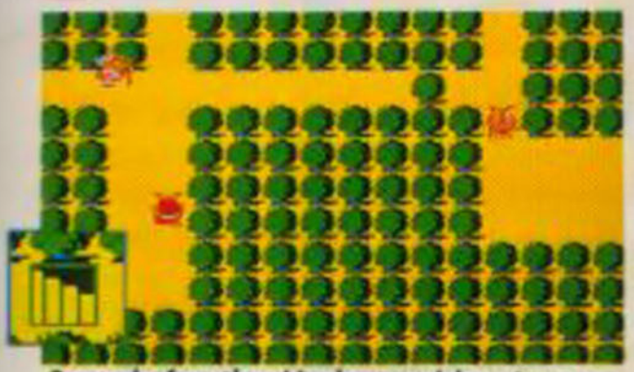
5 "LOOK FOR THE MERCHANTS' CAVES"

The Merchant's cave must be somewhere in this block!

There is a Merchant's cave at the bottom of the right half of block E. Three items are for sale. Here you can buy the items you couldn't afford elsewhere. They are cheapest here. Your enemies' favorite food is for sale here too, but it's rather expensive. The last item for sale is the thing that can return white hearts to red.

The best bargain in this cave is the first item. It won't take much for you to be able to buy it at this price! Once you acquire it, the fight turns to your advantage. Gather rupees and come back to shop here.

6 "LOOK FOR THE ENTRANCE TO LEVEL 8"

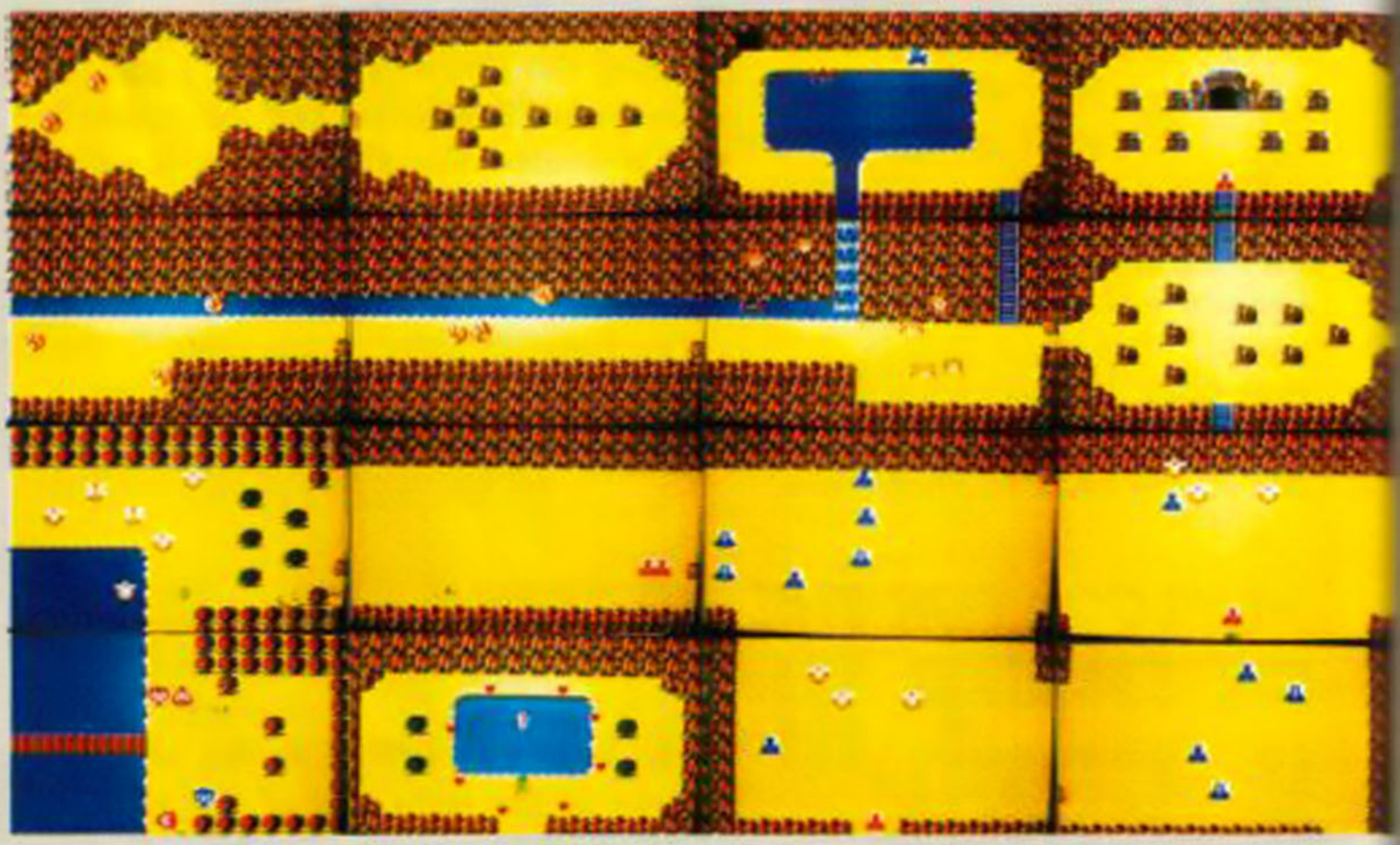

Search for the Underworld entrance by burning the trees.

The entrance to the Underworld level 8 is hidden somewhere in block F. The entrance will be in the woods located in the right half of the screen. What you have to do is to burn the trees with a candle. However, you can wait to find the entrance to level 8 until after you have found the Triforce pieces which are hidden in levels 1 through 7.

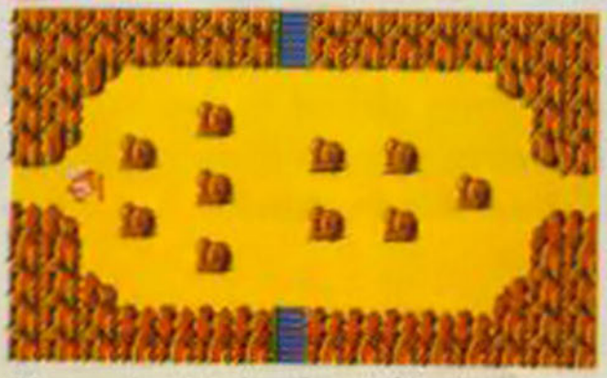
Since in each level of the Underworld you become a more capable fighter, it's questionable whether you should jump ahead to the higher levels. You may end up using up your life unless you go forward in the order of the levels. You really should keep this in mind.

OVERWORLD MAP PART III

G		C	A
H	E	D	B
I			
	F		



1 "REACH THE ENTRANCE TO LEVEL 5 BY GOING THROUGH THE MAZE."



If you don't take the right steps, you may end up being lost forever.

The ruins of A are the entrance to level 5. In order to get there, you have to go through the lost hills of block B which is quite an obstacle. In block B, if you keep going without thinking, you are likely to end up repeating the same scene without reaching the exit. However, there is somebody who can give you the secret to get through block B. Look for that person.

2 "THE WHITE SWORD IS YOURS AFTER A VISIT WITH THE PERSON WHO CAN GIVE YOU INFORMATION"

Unless you obtain information about this cave, you won't get the white sword.

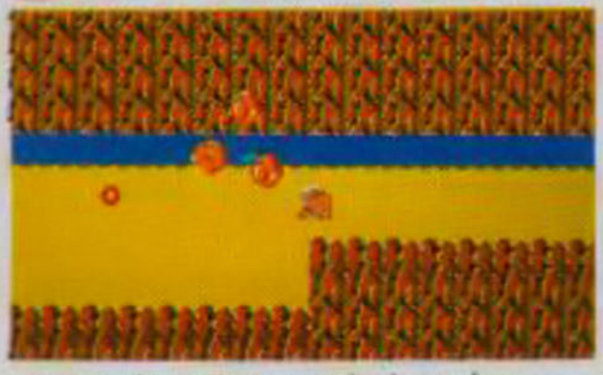
Link is able to obtain the white sword in the cave of block C, but Link can't get it just by going there. In order to obtain the white sword, Link must get the information about this cave from someone elsewhere. Therefore, Link must find that person first. All you have to do is get the information and the white sword is yours.

3 "MEET A LITTLE OLD LADY"

If you are reluctant to pay, you will not only be ignored but you will also lose rupees.

She is living in block D. Someone will tell you the secret to meeting her. If you find her, you can obtain valuable information. However, this old lady is a little bit stingy. She doesn't tell you anything unless you give her something in return. In short, you must pay her to get information. Nevertheless,she doesn't ask you for a whole lot of rupees. It is to your advantage to be generous when you get information from her.

4 "BE CAREFUL OF FALLING ROCKS"

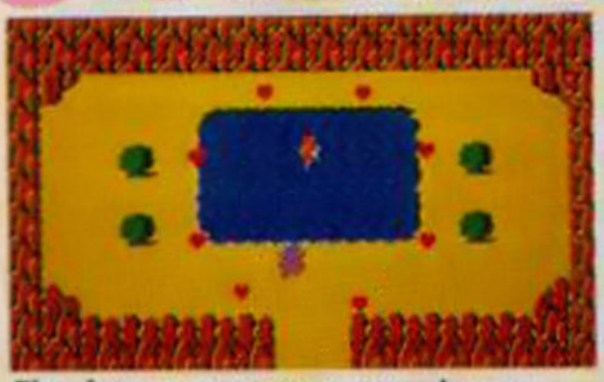


The rocks are natural obstacles blocking your path. What a mess.

Rocks are continually falling down in blocks E, G and H. If you get hit by a rock, you'll be hurt so you must pay extra attention when you go through these areas. It's too bad that the rocks can't be destroyed. In addition, there are usually powerful enemies in the mountains. It is wise not to get near the rocks in the beginning. If you must go through, dodge the rocks carefully.

These rocks are falling down from Death Mountain. This means that the maze of level 9 and Ganon's hiding place could be very close.

5 "RESTORE LIFE BY MEETING THE FAIRY AT THE FOUNTAIN."

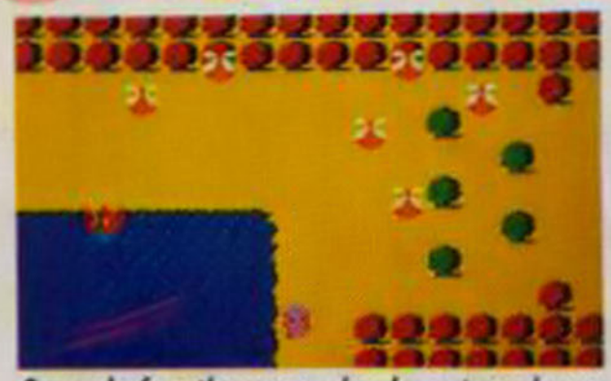


The fairy can restore your hearts. She's a strong ally.

A fairy lives at the fountain of F. Even if you are wounded severely, should you see a fairy at the fountain, she can turn all your white hearts back to red with her magic powers. If this happens, you can shoot a beam from your sword again.

When your game is over and if you want to challenge Ganon again right away, choose "Continue". It will be easier if you take advantage of the fairy's help. For example, when the game starts again, there will be three red hearts but if you go find the fairy, she can turn all your white hearts back to red. This is one way to play the game more effectively.

6 "LOOK FOR THE CAVE WHERE A MOLBLIN LIVES."



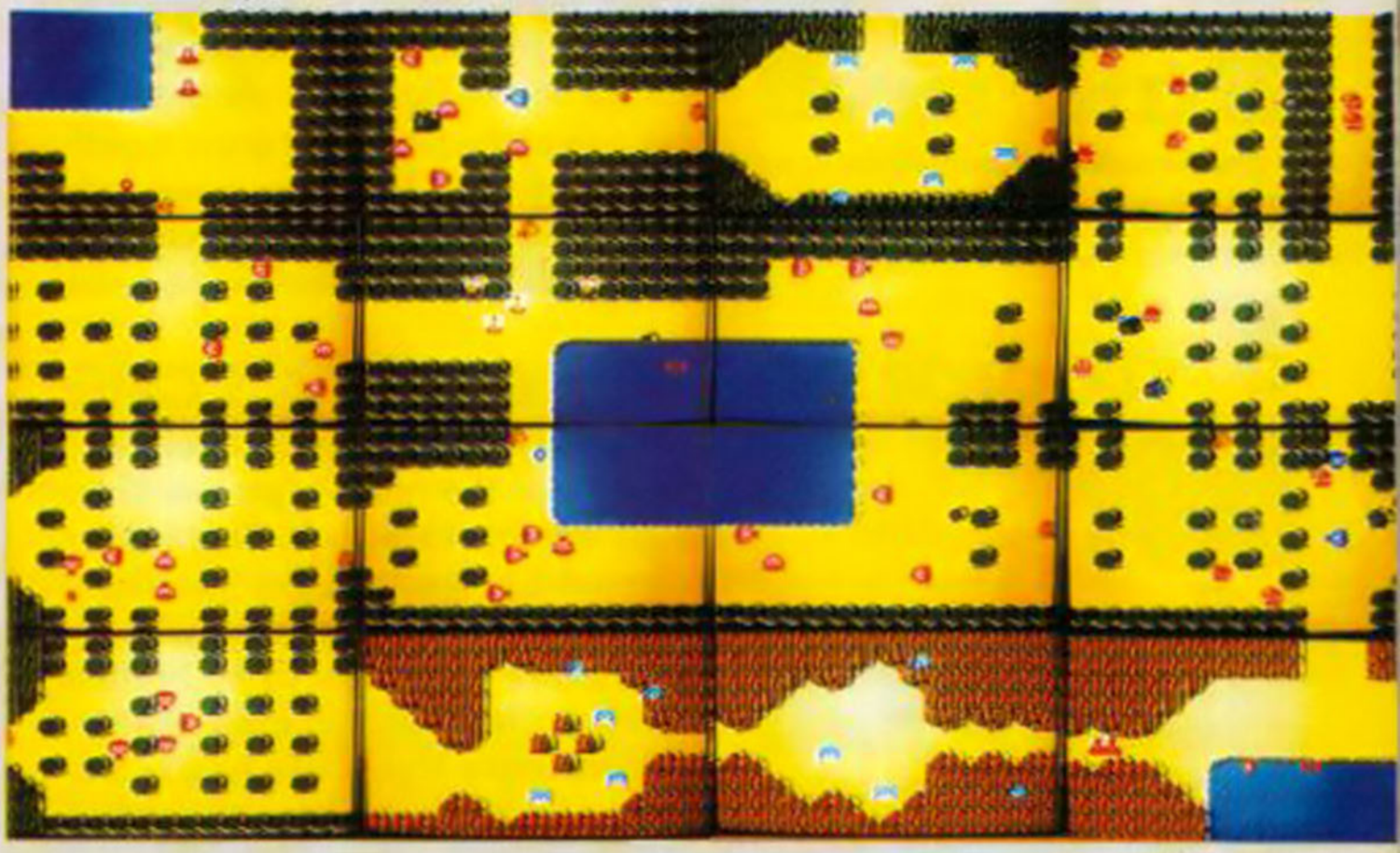
Search for the cave by burning down the trees.

There is a hidden cave where a Molblin lives. It is somewhere in the middle of the right half of the block I. If you find the cave, you can get a reward (your chance to gain rupees). The cave is hidden under a tree. It is more likely that it is hidden under a tree that stands alone. Generally, it's safe to think that there aren't any caves under trees that stand close together. Of course, there may be a few exceptions.

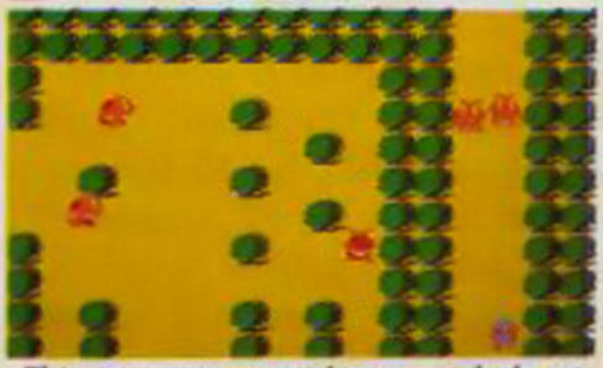
The amount of the reward varies depending on the cave. Some are very rewarding, some are not. Anyway, it's best that you remember where the cave is so that you can get the reward when you need it.

OVERWORLD MAP PART IV

I	G	E	A
			B
J		F	C
K	H		D



1 "LOOK FOR LITTLE OLD LADIES SELLING VALUABLE ITEMS"

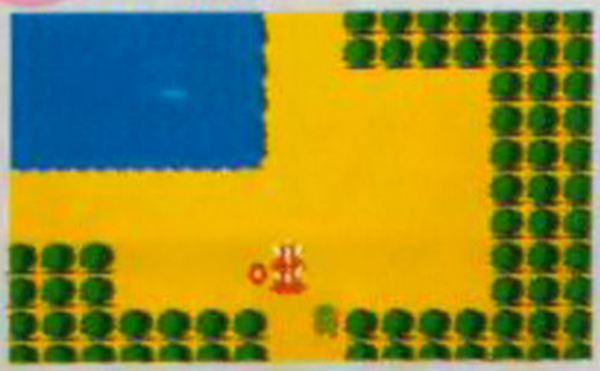


This treasure provides great help at critical moments.

In blocks A and K, little old ladies live in hidden caves, and sell valuable items. The entrances to these caves should be somewhere in the upper right half of A and in the middle of the left half of K.

When we say valuable items, we mean very important treasures for Link. If Link has these treasure with him, they can restore his energy at critical moments. You must buy these treasures.

2 "GAIN RUPEES BY FINDING MOLBLIN'S CAVE."



A Molblin is hiding somewhere in a cave around here.

Molblins live in caves in blocks B, C, an I. The entrances are not visible, as the caves are hidden under the trees. The entrances are in the left half of B and the right half of C. Both entrances are under trees that stand alone. The entrance to the cave in I should be under one of the trees that grow together located just a bit into the upper right half of the screen. It may take a while, but you must check the trees one by one.

3 "LOOK FOR THE LITTLE OLD MAN'S CAVE."

Find the little old man's cave and gain hearts.

His cave is hidden in the bottom right half of the map in part 4. This hidden cave is in a rock. One rock has a flat bottom. It looks like the entrance of the cave is somewhere near it. Find the entrance by bombing the rocks. The little old man can either increase Link's Life hearts or restore Link's Life Hearts. It's probably better to increase hearts than to restore hearts. The more hearts Link has, the better he can fight his enemies.

4 "TO BUY OR NOT TO BUY: IT'S YOUR CHOICE."

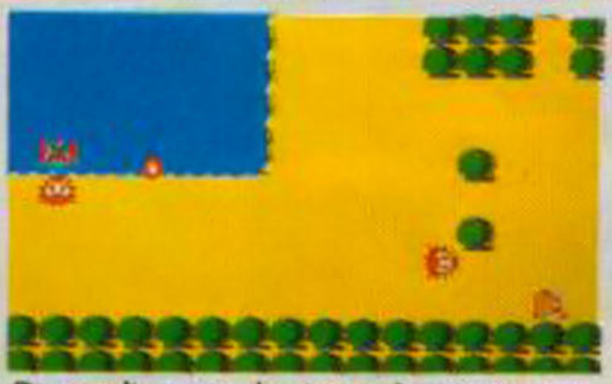
The wooden arrows are the only items worth buying in this cave.

There is a Merchant in a cave in block E. He sells you the magic shield for 130 rupees, a bomb for 20 rupees and a wooden arrow for 80 rupees.

The magic shield is a little too expensive here. It's the second highest price of the three prices for the magic shield in the game. Since the secret of this game is to save rupees for battle, you'ld be better off to look for the

magic shield somewhere else. Unless it's really necessary, buying a bomb is probably a little wasteful, too. It's more economical to take the bombs when they appear after you beat your enemies.

5 "THERE ARE VARIOUS KIND OF CAVES."



Depending on what's inside, sometimes it's better to ignore a cave.

We should remind you that there are caves which no doubt will be losers for you. Everybody would like to know what's in a cave before entering, but in order to find that out, you have to enter the cave. If the cave happens to be one of the caves that are losers for you, it will be too late once you've entered it. You will have already lost something. Be extra careful!

There are hidden caves in both blocks F & J. You can find them in the bottom right half of F and in the bottom left half of block J. Burn the trees with the candle to find the caves. It will be up to you whether you lose something or gain something in these hidden caves.

6 "THE SECRET OF THE SHORTCUT CAVES."

Use the shortcuts freely.

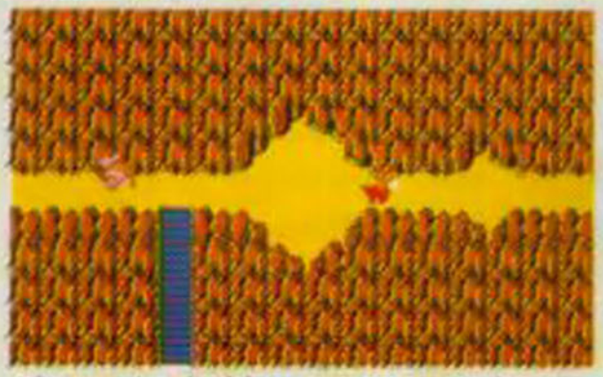
There are caves in blocks G & H which lead you to certain shortcuts.

The cave in block G is invisible, but should be somewhere in the middle of the left half of G. Link can find the entrance to the cave by doing one particular thing. The cave in block H, too, is invisible. You should see four rocks lined up. The entrance to the cave is surrounded by these four rocks. Push one of the four rocks and you'll get inside easily.

THE OVERWORLD MAP PART V

I	G		A
J		E	B
K	H	F	C
L			D

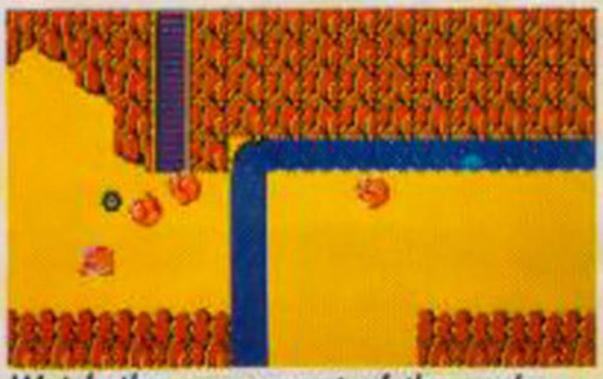
1 "HERE ARE THE HIDDEN CAVES THAT DON'T HELP YOU AT ALL."



There is a hidden cave somewhere in the rocks, but you can ignore this one.

There are hidden caves in the middle of the upper half of A, in the middle of the upper half of E and in the top right corner of J. However, do not open any caves without thinking twice. Remember, there are several kinds of caves. The hidden cave in block E is a place where you can play some games to increase your rupees. If you win, you gain rupees but the chances are small, so it's probably better to ignore this cave. By the way, block D is the entrance to level 1.

2 "DODGE THE ROCKS FALLING OFF DEATH MOUNTAIN."

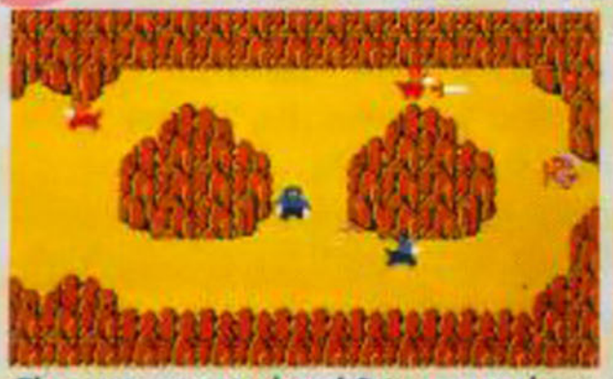


Watch the movement of the rocks as they fall and try to dodge them.

Block B is part of an avalanche area. If you go through here, pay attention and dodge the rocks to avoid being hit. In addition to the problem of the rocks, there are strong enemies in these mountain areas of the Overworld.

Therefore, this is one of the most dangerous spots. Unless you have enough back-up Life Hearts, do not go through here. It's especially difficult for beginners to challenge these mountain areas.

3 "LOOK FOR THE ENTRANCE TO LEVEL 9."



The entrance to level 9 is somewhere in the rocks. Search for it.

The entrance to the last Underworld maze, level 9, is at the bottom of the left half of block G. The entrance is somewhere in the rocks, so use bombs. Link can gain information about where level 9 is from somebody, somewhere. Think carefully about this information. However, you can't enter level 9 of the Underworld maze unless you complete the "Wisdom of Triforce". Gather all eight pieces of the Triforce first, and then face the ultimate challenge in level 9. Ganon is waiting for you there!

4 "BUY VALUABLE ITEMS IN THE MERCHANT'S CAVE"

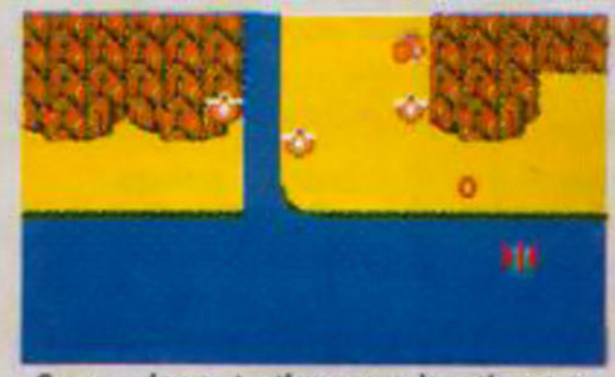
There is a treasure that can't be found anywhere else. Look for a cave.

A Merchant is living in a cave in block H. He sells the magic shield for 130 rupees, bombs for 20 rupees and wooden arrows for 80 rupees.

Another Merchant is living in a cave somewhere in the upper side of the left half of block F, and he sells very valuable items much cheaper than anywhere else. There is a hidden cave in block L, too. In the cave in block I,

the blue ring is for sale. The blue ring reduces the damage that you receive from your enemies by half. There are many Merchants in the Overworld, but only a few Merchants sell the blue ring.
The entrance to this cave is hidden somewhere in the middle of the right half of L.

5 "BUY THE WATER OF LIFE FROM THE LITTLE OLD LADY."



Somewhere in these rocks, there is a cave where a little old lady lives.

Even if you are injured severely, you can recover Life Hearts with the Water of Life. If it's necessary, buy the Water of Life from the little old lady in a cave in block I. Try not to waste the Water of Life. You need to win the hearts that appear when you beat your enemies, or see the fairy at the fountain. This will enable you to save the Water of Life as much as possible.

There is another little old lady living in the hidden cave somewhere in the right half of block C. The entrance to the cave is in the rocks, so use a bomb to destroy the rocks.

6 "LOOK FOR THE POWER BRACELET."

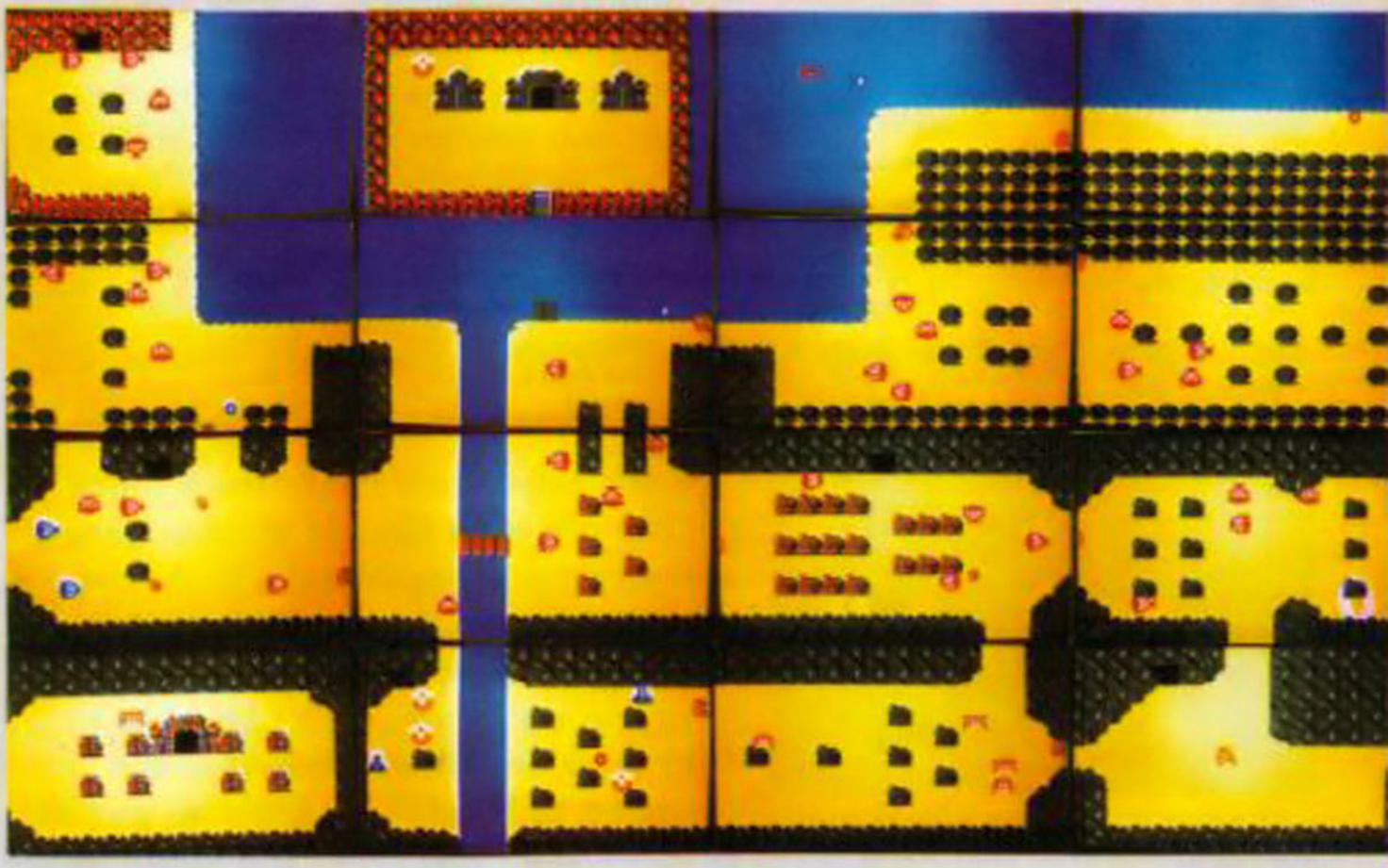
Strangely quiet Armos. Where is the power bracelet?

There's a power bracelet hidden somewhere in the middle of the right half of block K. Since the exact location of the bracelet is unknown, strain your wits to locate it. The power bracelet will be extremely helpful.

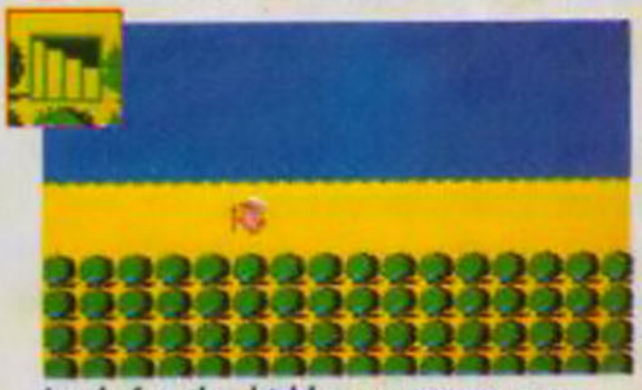
Generally speaking, when you are looking for an item, the first thing to do is destroy the rocks with a bomb or burn the trees with a candle. However, there is a possibility that you still will not find it. Block K is a good example of this. It takes a lot of concentrating to find the power bracelet.

THE OVERWORLD MAP PART VI

K	H	D	A
	I	E	
L		F	B
M	J	G	C



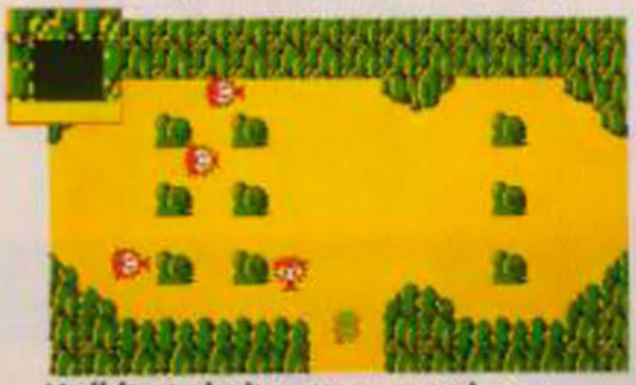
1 "LOOK FOR THE CAVE WHERE THE LITTLE OLD MAN LIVES."



Look for the hidden caves as you watch out for Zola's beams.

His cave is hidden in one of the trees in the right half of block A. Burn the trees with the candle. The little old man in this cave is very helpful to Link. He has two valuable items and Link can get one of these two items. It's your choice which one to take, so think carefully.

2 "THERE ARE A LOT MORE HIDDEN CAVES THAT YOU SHOULD LOOK FOR."



Molblin is hiding in a cave here somewhere.

The Molblin's hidden caves are in blocks B and E. The caves are somewhere in the middle of the upper rocks in block A and on the left side of the middle tree in block E. Reveal the caves of the Molblin by using bombs and the candles. Once you've found the caves, you can go ahead and take the rupees, or you can come back later and get them.

Somebody is living in a cave in the middle of the top of block G, so...!

3 "AS SOON AS YOU START, OBTAIN A SWORD."

Let's begin the journey after you get the sword.

Link's adventure starts from block C. A little old man lives in a cave here and when you see him, he'll give you a sword. As soon as you start, enter this cave and get the sword. If you forget to do it, you won't be able to fight your enemies. Block H is an entrance to level 4. In order to get to block H you must cross the water with the raft from the dock that's in block I. You can get the raft as you go through level 3. There is an entrance to level 3 in block M.

4 "THE MERCHANT'S CAVE IS HERE."

The Merchant's cave is hidden somewhere under a tree.

A Merchant is living in the cave in block F. He sells the magic shield, keys, and the blue candle. All of these are important for Link's adventure.
If necessary, you can buy some of these items here, but this magic shield is too expensive and you don't really need to buy the key yet.

There is another Merchant's cave in the left side of the forest in block D.

Burn the trees to find the entrance.

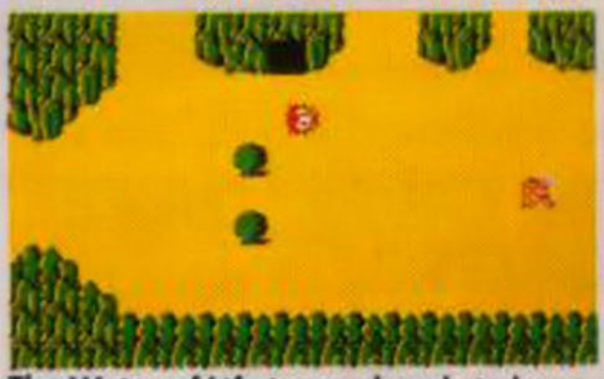
The magic shield is much cheaper here. In block K, a Merchant is in a visible cave. He sells the magic shield, bombs and wooden arrows. If you think it's necessary, buy some for later.

5 "LET'S GET INFORMATION FROM THE LITTLE OLD LADY."

Enter the cave to see the little old lady. She will be very helpful.

She lives in a cave in block J. She can provide you with information about the cemetery. Do not miss this chance. When you get to the cemetery, try to remember what she said, and follow her instructions carefully. If you can do that, you will have some good luck. In this game, The Legend of Zelda, there are many people, like this little old lady, who provide Link with valuable information and advice. Everything is helpful to Link, so try to remember what they've said.

6 "LOOK FOR THE LITTLE OLD LADY."



The Water of Life is very handy to have when Link's energy is almost gone.

The little old lady who sells Water of Life lives in a cave in block L. Link may not need the Water of Life at the beginning of the game, but it will be critical later on for sure. If you think you need the Water of Life now, buy the red water first. When you use it up, buy some more. The first time you use red water, it turns to blue water.

Therefore, you don't have to buy the red water again. The only time you have to buy the red water is when you don't have any Water of Life at all or when you've used up the red water. Other than these two situations, you should buy the blue water.

THE OVERWORLD MAP PART VII

1 "PAY ATTENTION TO THE CAVES. THERE ARE MANY KINDS OF CAVES."

There is a cave here, but it's bad for you.

There are hidden caves in blocks A and G. They are in the middle of the top half of A and in the top part of the right half of block G. Try to find the entrances by destroying the rocks with bombs.

However, as we said before, there are many kinds of caves and some of them are unfavorable to Link. Try to avoid these caves. Block F is the entrance to level 6.

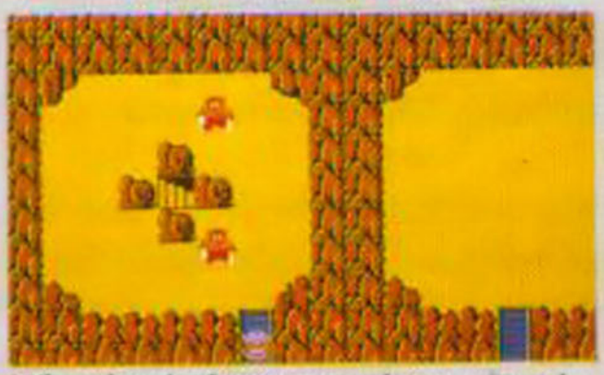
2 "THE HIDDEN CAVES OF MOLBLIN AND THE OPPORTUNITY TO GAMBLE ARE HERE."

You can play the "money making game" somewhere in this block.

The Molblin's cave is in the left upper rocks in block B. Use bombs to destroy the rocks. If you let Molblins go free, you'll receive some rupees.

There is a hidden cave where you can gamble in the upper rocks of the right half of block I. Find the entrance by destroying the rocks with bombs. Whether or not you accept the invitation to gamble is up to you.

3 "HOW TO ENTER THE CAVES TO TAKE SHORTCUTS."



What kind of treasure do you need to enter here?

In block C, there is an entrance to one of the four caves with shortcuts, but these four caves are only four out of the 128 blocks of the Overworld.

This entrance is surrounded by four rocks. Remember, there was another entrance to a shortcut cave hidden in the same way in Part IV of the Overworld.

You can enter the cave by pushing one of the rocks, but in order to do this you must first obtain a certain treasure. Nobody knows what the treasure is, but to figure it out and get it, is a top priority.

If you take advantage of these four shortcuts, you can move around quickly and the game will play much more easily for you.

4 "FIND THE ENTRANCE TO THE HIDDEN CAVE."

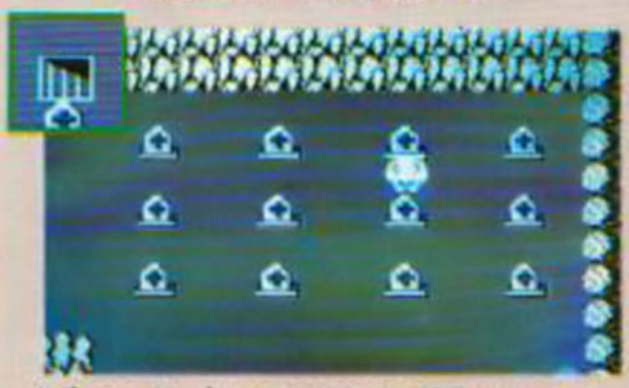
Find out about the Merchant's cave in the rocks.

There is a little old man cave somewhere in the upper part of the right half of block D. Use bombs to destroy the rocks but at this time try not to touch Amos.

There is another cave at the very top of the right half of block E. A Merchant lives in this cave and sells something which powers up Link's protection cheaply. Your enemies'

favorite food is for sale too, but it's a little expensive here, so try to find it somewhere else where you can pay less for it. The last item the Merchant sells is something that restores Link's Life Hearts, but it's really not too important to buy it yet.

5 "REVEALING THE SECRET OF THE CEMETERY."



Where in this cemetery can you get a powerful weapon?

There is a secret at the cemetery in block H. You can learn about this secret from a little old lady in the cave somewhere in Part IV of the Overworld. She can tell you who is buried in this cemetery.

You can get a magical sword at the cemetery that will increase your offensive power making it four times stronger than it was at the beginning of the game. However, unless you have enough Life Hearts, you won't be able to get the magical sword.

There are twelve tombstones, but Ghinis won't appear from one of them even if you touch the top half of the tombstone. This could be one of the secrets of the cemetery. Reveal the secret of the cemetery and obtain a powerful weapon!

6 "THE SECRET MIGHT BE HIDDEN IN THE MYSTERIOUS TOMBSTONES."

There could be some secrets hidden in tombstones from which Ghinis don't come out.

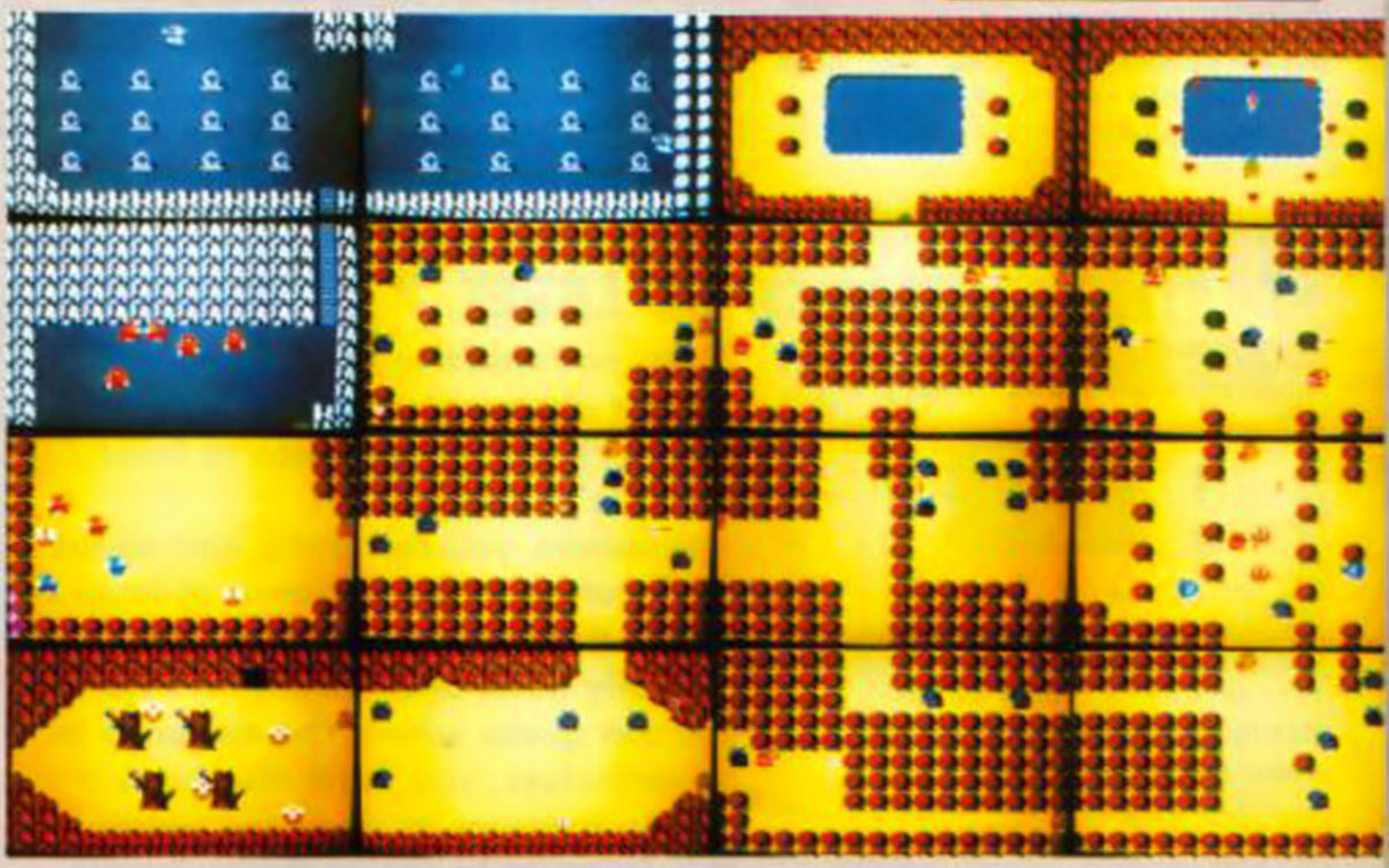
Block J is also a cemetery and again there are tombstones from which Ghinis won't appear. What does this mean? Continue your journey, and you may be able to find out the clue to this mystery.

When you touch the tombstones, do not touch the bottom of them, because if you do, Link will be damaged.

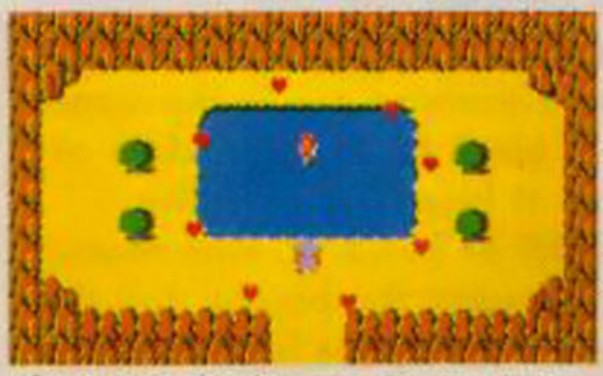
You can't beat the Ghinis that come out from the tombstones now, but you can destroy them by beating the Ghinis which were already outside of the tombstones from the beginning. After you beat the Ghinis that already were outside of the tombstones, try not to touch any more tombstones.

THE OVERWORLD MAP PART VIII

		C	A
	E		
	F	D	B
H	G		



1 "RESTORE HEARTS BY MEETING WITH THE FAIRY AT THE FOUNTAIN."



If you see the fairy at the fountain, your hearts will be restored.

A fairy lives at the fountain in block A. When Link is really hurt, look for the fairy. She will restore your hearts. There are only two fountains including this one, so try to memorize these locations for later use.

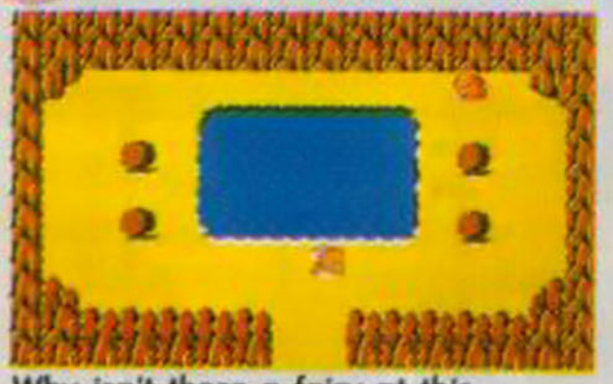
When you are hurt in the maze of level 3, remember to go back to the fairy at the fountain. This is one of the secrets to the game.

2 "BE CAREFUL TO AVOID USELESS CAVES."

A stingy little old man's cave is hidden somewhere around here.

A hidden cave is somewhere in block B. It's entrance is hidden in the middle of the left half of the block. Burn the trees with the candle to find it. The little old man in this cave is not very helpful however. Keep in mind that the inhabitants of the caves can be unfavorable to Link. If you forget this, Link could suffer damage from some of the characters in the caves.

3 "THE ENTRANCE TO LEVEL 7 IS HERE."

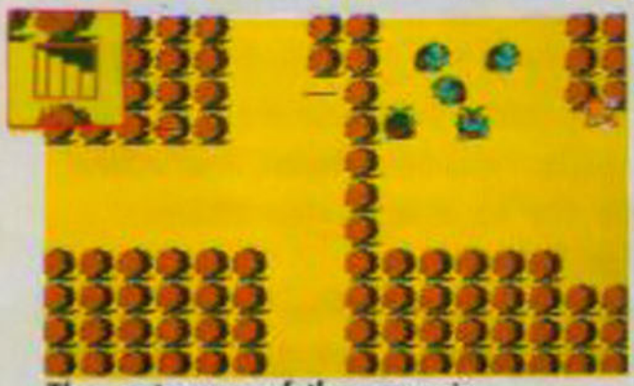


Why isn't there a fairy at this fountain? Are there any secrets about this place?

The entrances to the Underworld are not always visible. For example, you can't see the entrance to level 7 which is in block C.

However, you can get a hint about the location to the entrance of level 7 from a little old man somewhere. If you carefully think about what he says, you can guess where the entrance is. Nevertheless, you must also have a certain treasure to open the entrance. This treasure is one of the treasures that you could have obtained by the time you complete level 6.

4 "A MOLBLIN'S CAVE IS HERE."



The entrance of the cave is somewhere under these trees.

Molblins live in caves in block D, E, and G. The entrances are in the upper right half of block D, in the middle of the left half of block E and in the upper left half of block G. Find these entrances by using the bombs and the candles, and take rupees from Molblins.

You can take rupees anytime once you find the caves. It's wise to remember caves locations. Then, when you need

money, come back to these caves to get it. If you take the rupees now, you might have too many rupees on hand and spend them recklessly. At any rate, rupees are very important for the battle. Try not to buy unnecessary items. Save your rupees for later.

5 "FIND THE WAY OUT OF THE LOST WOODS"

The same scene goes on forever in the "Lost Woods." Find the correct way out.

Block F is called the Lost Woods. If you are not careful, you'll just go around and around and you'll never be able to get out of the forest.

You can get the secret from a little old lady about how to get out of this forest. Consider carefully what she says and you'll find the way out. There is nothing else to worry about once you have found the way to get through the forest. It's not the end of the world to have to go through the forest even if you can't find the secret. Try going many different ways, and with experience, you might find the trick to getting through. The worst thing to do is to lose yourself in confusion.

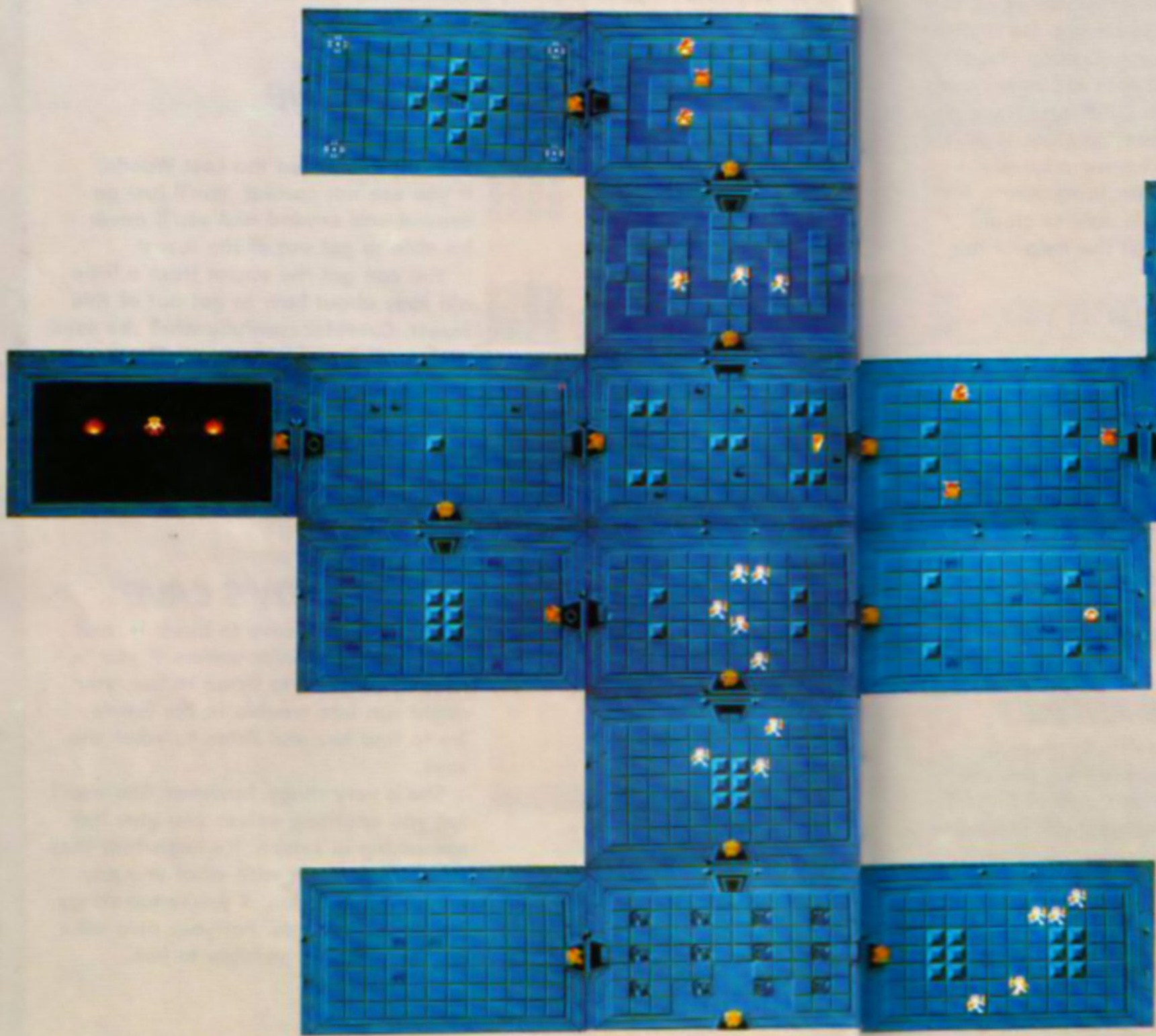
6 "FINDING A LITTLE OLD LADY'S CAVE"

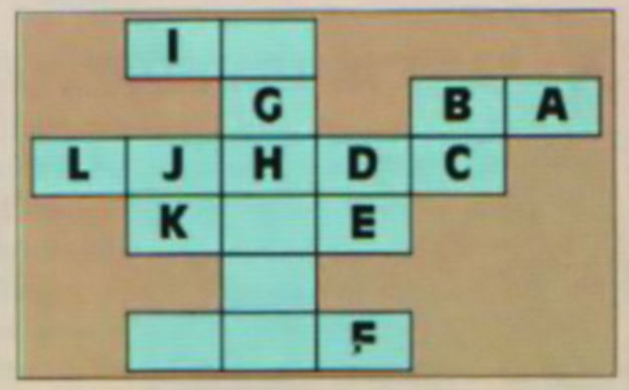
A hidden cave is near here.

She lives in a cave in block H, and provides useful information. If you miss the chance to listen to her, you might run into trouble in the future. Try to find her and listen to what she says.

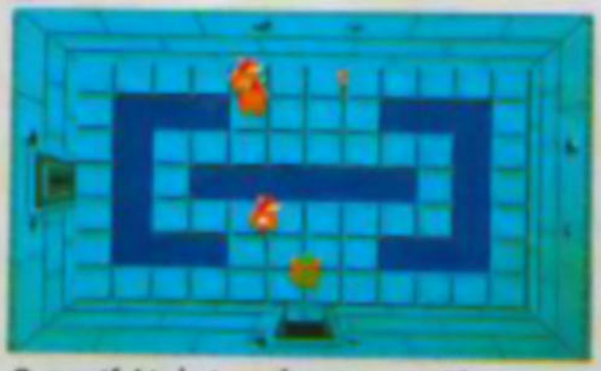
She is very stingy, however. She won't tell you anything unless you give her something in return. It's important that you be generous with what you pay for her information. If you're too stingy, it will be your loss. For your own sake, pay as much as possible to her.

UNDERWORLD MAP LEVEL1 EAGLE





1 "THE LEAST TROUBLESOME UNDERWORLD MAZE."



Even if Link is a beginner, it's easy to clear level 1.

Level 1 is the easiest maze of all of the nine Underworld mazes. No matter how many times Link gets hurt in level 1, the Life Hearts will turn red again and Link will be able to start over from the entrance. It's easy to clear level 1 even if Link doesn't have a lot of energy. Since the hearts recover automatically, Link is able to clear level 1 easily without the help of the Water of Life.

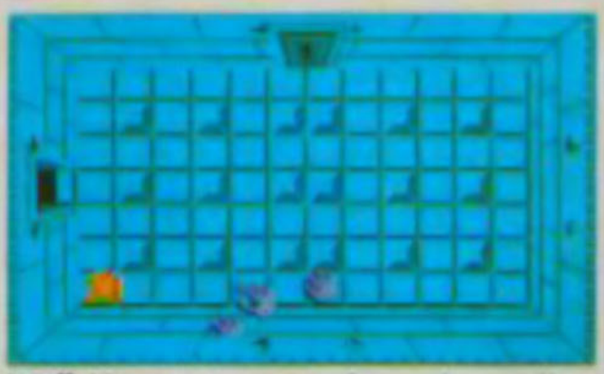
2 "GO FOR THE TRIFORCE."

There are always strong enemies in the room next to the Triforce.

The Triforce of level 1 is in room A, but a strong enemy, Aquamentus, is in room B which is in front of room A. In short, unless you beat Aquamentus you won't be able to obtain Triforce.

Since Aquumentus shoots beams in three directions, aim at his head with the sword beam as you try to avoid his beams. When the sword beam doesn't work anymore, aim at his head with a "hit and run strategy" during the breaks between Aquamentus' beams.

3 "PAY ATTENTION TO WALL MASTER."

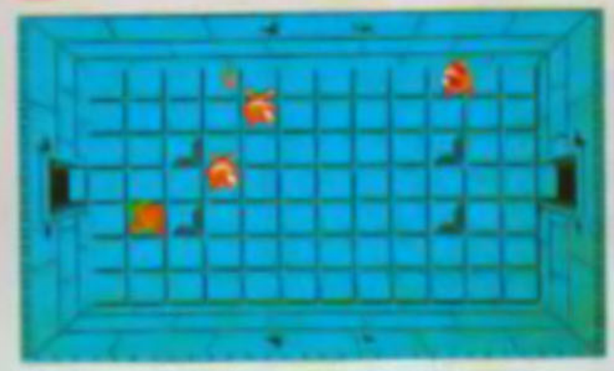


Wall Master appears from the wall— Don't get caught!

Wall Master appears in room C. If Wall Master catchers you, you are taken back to the entrance of level 1. It would be unbearable for you to have to go back to the beginning after you've come all the way here, wouldn't it?

But this won't happen unless you touch the wall because Wall Master won't appear unless touched. If Wall Master does appear, get away from the wall as soon as possible and beat him with your sword. You can make it!

4 "GET YOUR WOODEN BOOMERANG!!"

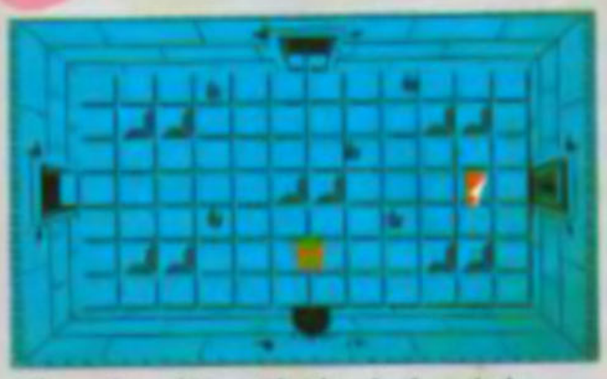


The wooden boomerang is a very useful weapon. Make sure that you get it.

The wooden boomerang is one of the treasures that you can get in level 1. It appears when you beat all the Goriyas in room D. Goriyas throw boomerangs at you when they attack, but the distance the boomerangs fly is limited.

Beat the Goriyas as you dodge their boomerangs. If all three Life Hearts are red, it's more effective to use the sword beam. Once you get the wooden boomerang, you will have a great advantage in battle.

5 "GETTING A MAP AND A COMPASS."

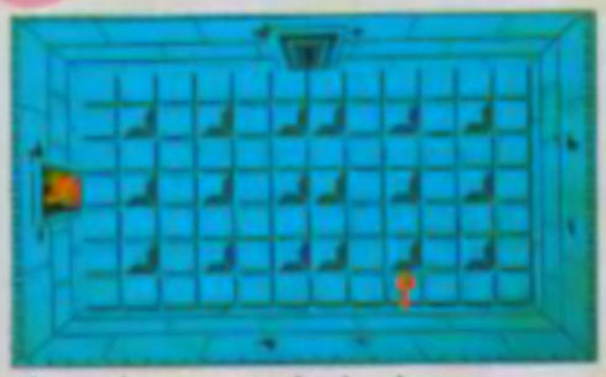


Clear level 1 with the help of the map and the compass.

It will be a great help if you have a map and a compass when you go through the Underworld. You can obtain the compass in room E of level 1 and the map in room H of level 1. The map gives you the whole picture of level 1 and the compass tells you where the Triforce is hidden. As you can see, both of them are very useful to you.

Even if you can't get the map, you can verify the rooms that Link has gone through by looking at the subscreen. Because of this subscreen, you don't have to worry about getting lost.

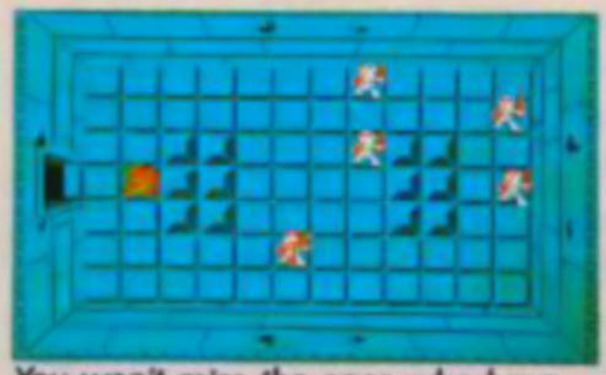
6 "OBTAIN A KEY TO OPEN THE DOOR."



If you happen to find a key, you had better keep it.

There are many rooms with key holes in the Underworld. You won't be able to open these rooms without keys. One way to get a key is to find it on the floor in the maze and another way is to get the keys that appear when you beat all the enemies in a room. Although you can buy keys from a merchant, the keys from the Underworld maze are sufficient. If you buy keys unnecessarily from the merchant, it is merely a waste of rupees. Save your rupees for later.

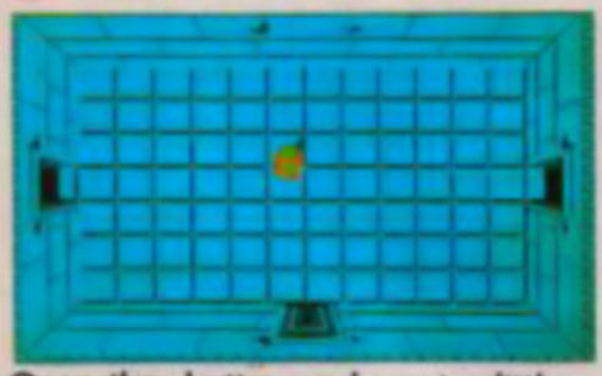
7 "TAKE THE KEY FROM STALFOS"



You won't miss the ones who have the keys.

There are some enemies who walk around holding the keys. The Stalfos in rooms F and G are good examples of this. What you have to do is find and beat the enemies who are holding the keys, so you can get them.
In rooms F and G, only one Stalfos out of many, has the key. Besides Stalfos, Gibdo sometimes holds a key in a very obvious way. Take a good look at your enemies!

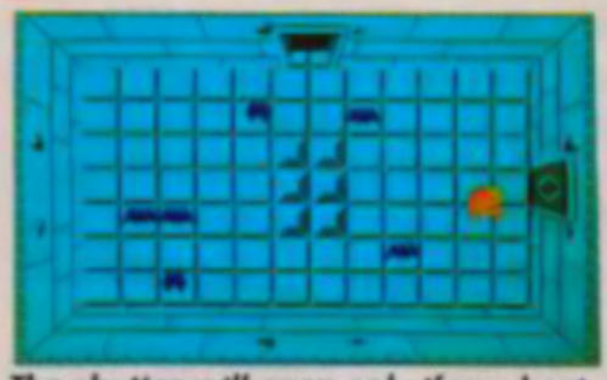
8 "THINK ABOUT HOW TO OPEN THE SHUTTER."



Open the shutter, and meet a little old man.

A little old man is in room L and he will advise you on how to use the treasure Link obtained in level 1. In order to get to room L, you must enter from room J. However, there is a shutter between room L and room J. Now you need to do some thinking about how to open the shutter. There is nothing but a square block in the middle of room J. The shutter should open if you do something to the block. Try as many things as you can think of to open the shutter.

9 "DEFEAT YOUR ENEMIES AND OPEN THE SHUTTER."

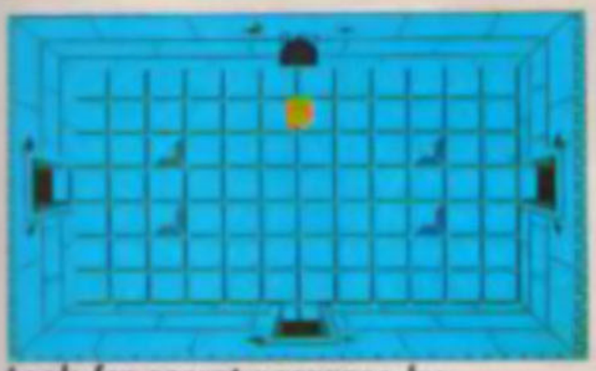


The shutter will open only if you beat your enemies. Stay calm!

There are some shutters that are closed by your enemies' mysterious power. This is the most common type of shutter. The only way to open this type of shutter is to beat all the enemies in the room. Room K is a good example.

Remain calm even if a shutter closes at the same time you enter the room. Beat all your enemies in that room. If you lose your head, you won't be able to fight. You must be calm to be able to make the right decisions.

10 "CLEAR YOUR WAY WITH THE BOMB."

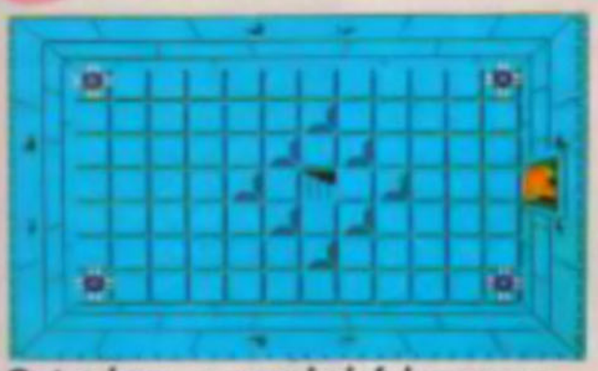


Look for secret passages by bombing the walls.

Sometimes secret passages are hidden. Not all entrances and exits are visible in the Underworld. Try to bomb walls and find the secret passages. In order to find the passages you'll probably use a lot of bombs in the Underworld.

If you keep using only visible entrances and exits, you may have to go an extra long way to get to your destination. However, you will get there very quickly by going through the secret passages. Take advantage of these opportunities.

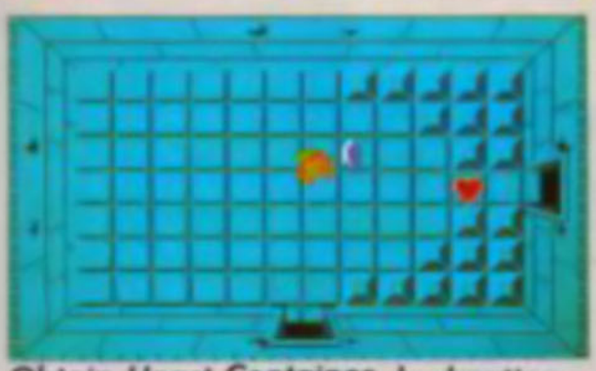
11 "ENTER THE TREASURE ROOM AND GET A BOW."



Get a bow, a very helpful weapon, after you enter the treasure room.

Link can also get another treasure, a bow, in level 1. The bow is hidden in the Underworld in room 1, a treasure room. The entrance to the treasure room is visible, but the way through the entrance is a problem. The entrance is surrounded by eight square blocks, and it's impossible to just go in. But if you do something to one of the eight blocks, you can get in. Investigate all the blocks one by one to learn the secret.

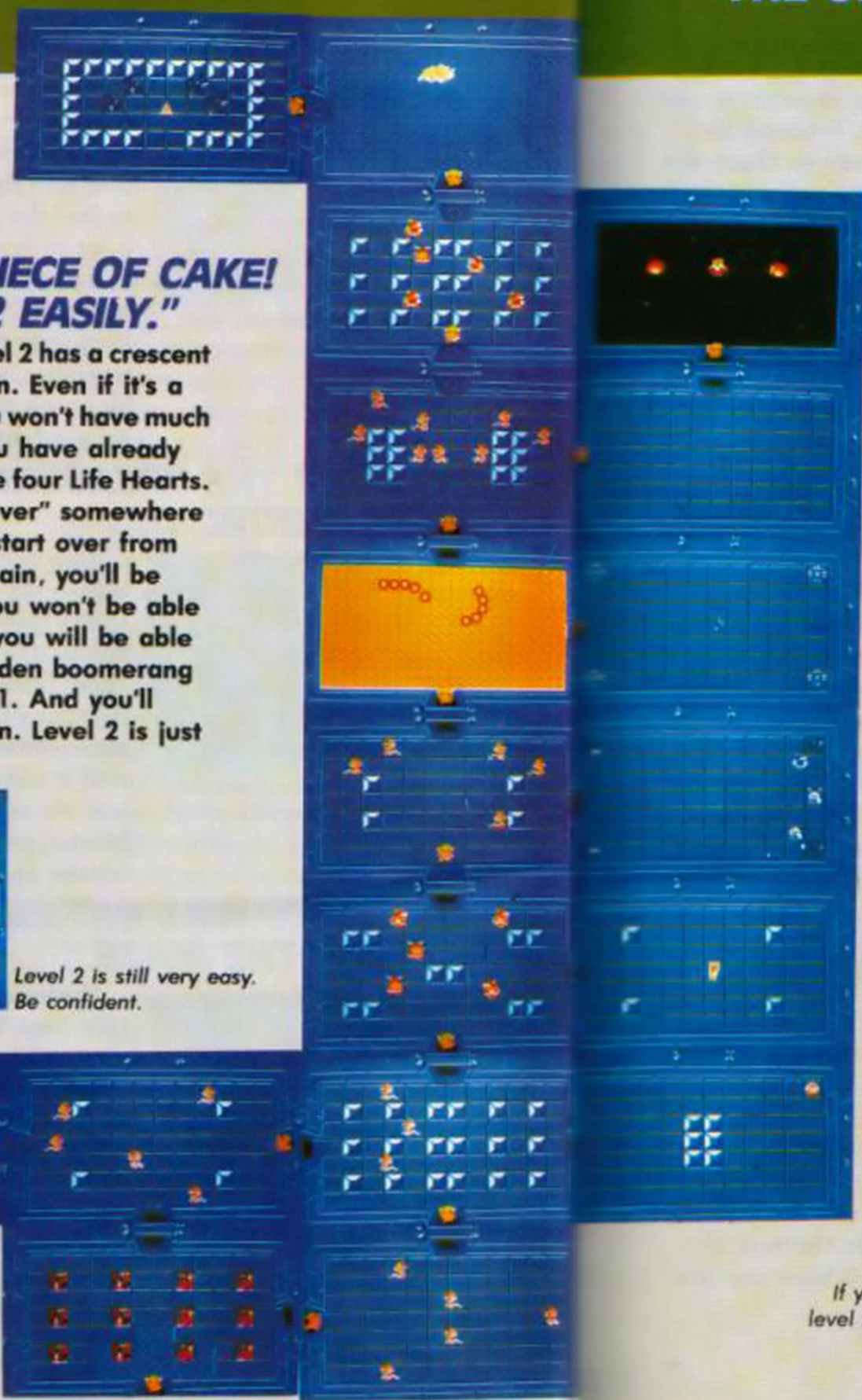
12 "HEARTS WILL INCREASE IF YOU CLEAR THE MAZE."



Obtain Heart Container by beating Aquamentus.

The more Life Hearts, the more energy Link has. You must obtain Heart Containers to increase the number of hearts. In the Underworld maze, the Heart Containers should appear if you beat the powerful enemies waiting for you in the rooms in front of the Triforce. For example in level 1, if you beat Aquamentus, Heart Container will appear. In this manner, Link becomes stronger and stronger although there are only three Life Hearts at the beginning.

LEVEL2 MOON

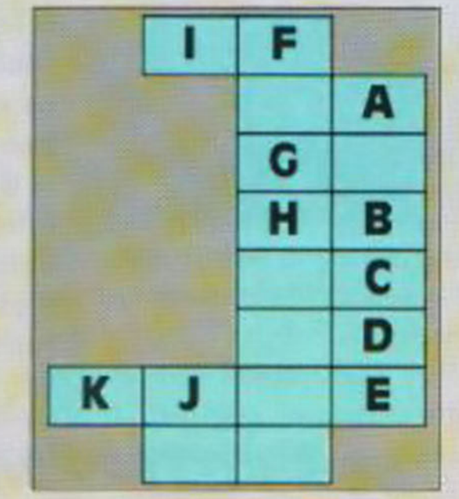


1 "IT'S STILL A PIECE OF CAKE! CLEAR LEVEL 2 EASILY."

The Underworld maze, level 2 has a crescent shape like the crescent moon. Even if it's a little tougher than level 1, you won't have much difficulty in level 2. Since you have already cleared level 1, you now have four Life Hearts.

Even if you get a "game over" somewhere in level 2, and you have to start over from the entrance of the maze again, you'll be granted three Life Hearts. You won't be able to use the sword beam but you will be able to use the bow and the wooden boomerang which you obtained in level 1. And you'll have enough energy to go on. Level 2 is just a piece of cake for you.

Level 2 is still very easy. Be confident.



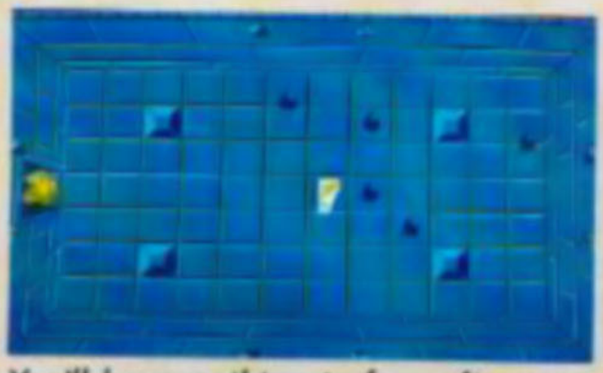
2 "YOU CAN DO IT WITHOUT USING THE WATER OF LIFE."

As stated before, even if you lose and "game over" appears in level 2, you can start the game again from the entrance of the maze with the three LIFE Hearts by choosing the "continue" selection. This is the same no matter how many times "game over" appears. You can't shoot the beam from your sword, but you'll have enough energy to keep on going without worrying about Life Hearts.

In short, the Water of Life is not necessary yet. There are other things that you need more than the Water of Life. You'd better save your money for these more necessary things.

If you're an intermediate player, level 2 is easy to clear without the Water of Life.

3 "LOOKING FOR A MAP AND A COMPASS."

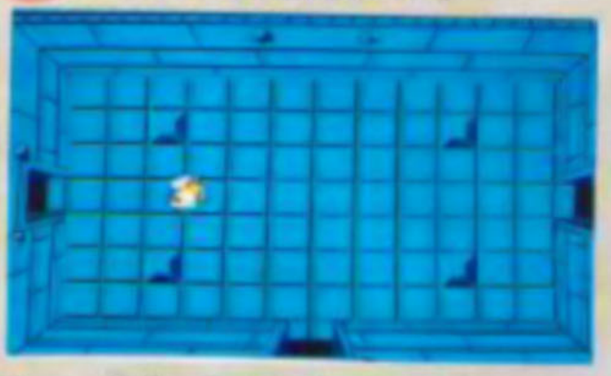


You'll have nothing to fear after you get a map and a compass.

You can find the map in room D and the compass in room E. Proceed by referring to the subscreen to check the rooms that you've already come through as well as the rooms that you haven't been through yet.

If you follow this procedure, you won't miss any treasures. Even if you haven't obtained the map and the compass, it's still a good idea to use the subscreen rather than just going blindly.

4 "THE SHUTTERS WON'T BOTHER YOU ANYMORE."

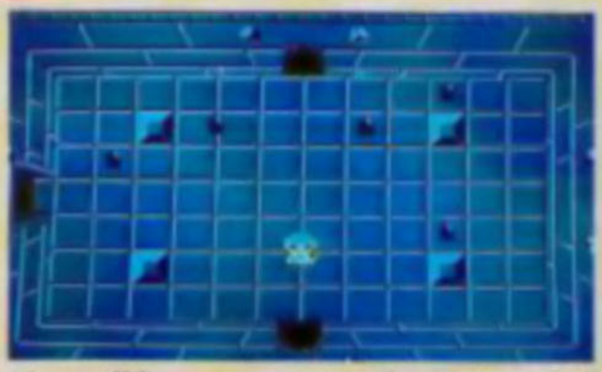


Beat all the Ropes that are closing the shutters with their magical powers.

There are many shutters in level 2 just as in level 1. Since you mastered how to open the shutters in level 1, it's not a problem for you now.

For example, if you beat all the poisonous Ropes in room J, the shutters to room K will open. Now you can go to room K to get a key. You can also open the shutters to room G if you beat all the Ropes in K.

5 "A WINNING TRICK IN THE UNDERWORLD MAZE IS TO MAKE A MAP."



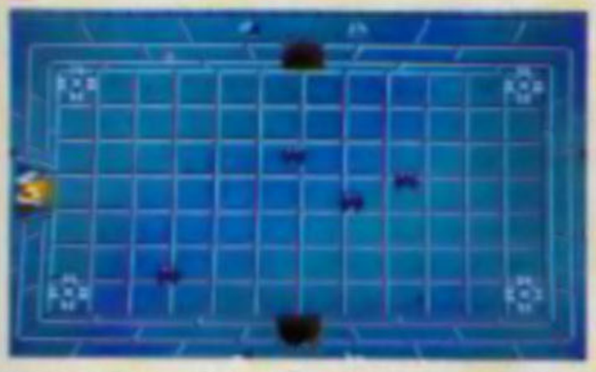
You will be an expert in the "Legend of Zelda" if you complete a perfect map.

Making a map contributes greatly to conquering the Underworld mazes. Things that you should mark on the map include the following: What enemies are where? Where you found what? Where are the people who help LINK? Are entrances and exits shutters or doors with key holes? Where are the secret passages?

As you play, take notes of as many details as possible and make your own maps.

Level 2 is still rather simple but as the levels go up, it gets more complicated.

6 "AVOIDING A TRAP."



If you learn how the traps move, it will be easy to avoid them.

A trap is sometimes set up in the Underworld mazes as in room B. Traps are usually set up in the four corners of a room. If Link tries to go through the room between the traps, they will suddenly start moving towards him. You need to be aware of these enemies.

Link can, however, escape after the traps spring once because they can't attack you again until they return to their corners. Another way to avoid the traps is to run through the room between the traps as fast as you can.

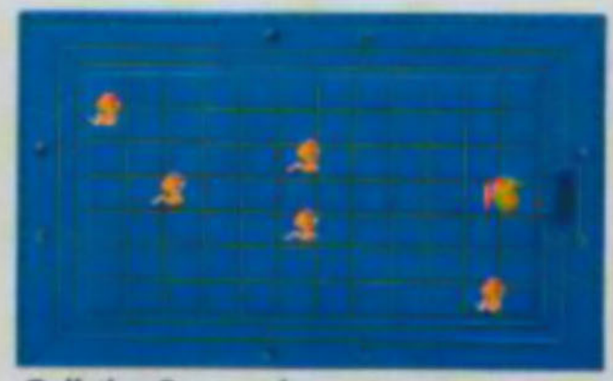
7 "ATTACK GEL AND KEESE WITH A BOOMERANG."

Pay attention to how Gel and Keese move, and attack them with the boomerang.

Gel and Keese are the weakest of all the enemies in the Underworld maze. They don't have much offensive power nor do they move quickly.

It's better to use a boomerang to attack Gel and Keese. For these enemies, one throw of the boomerang is more than enough. Because you can attack them from a distance, it's much safer than using the sword. Of course, the beam of the sword is available if your Life Hearts are all red. Let's get through with these weak enemies and move on to the next room.

8 "CALL THE ROPES CLOSER TO YOU AND BEAT THEM."

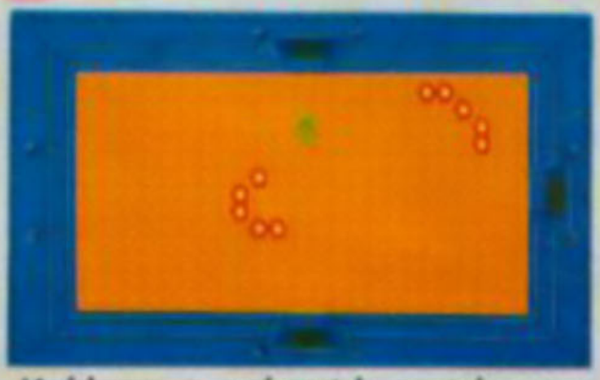


Call the Ropes closer to you somehow and attack them as they approach.

There are many Ropes in level 2 for some reason. Ropes usually move slowly but once they get to the left or right, or above or below Link, they move with great speed to get him.

If you use their characteristics to your advantage, however, it's easy to beat them. Aim when they are approaching you. Don't miss, even once. If you use the sword beam at this time, you will be done with them in a second. The secret is not to give the Ropes enough time to even get close to you. Quick decisions are the key here.

9 "TAKE TIME TO BEAT THE MOLDORMS."

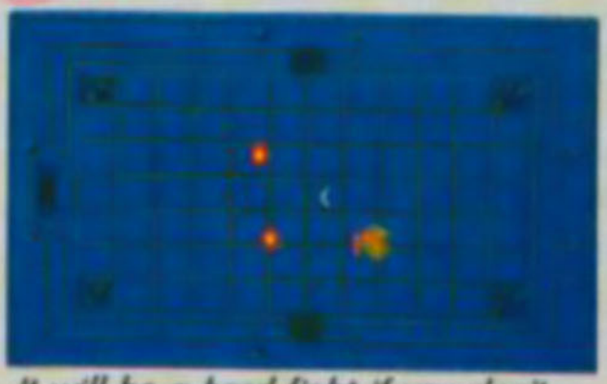


Moldorms are sluggish, so take your time to attack them.

Two Moldorms are in room H. They look spooky, but don't worry they aren't your strongest enemies.

The trick is to fight with them calmly since they don't move quickly. Aim accurately and try not to miss. You can just wait till they approach and then attack. Don't lose your head. Just wait long enough for them to crawl towards you. If you don't wait, and instead try to approach them, you will be attacked with their body crush. So, be careful!

10 "GETTING A MAGICAL BOOMERANG."



It will be a hard fight if you don't have the magic shield.

You can get a magical boomerang in level 2. It appears if you beat all the Goriyas in room C, but room C is the toughest room of all in level 2. Not only do Goriyas throw the boomerangs at you, but also, Stone Statues who are in the four corners of the room shoot beams at you. It will be a tough fight. In order to block the beams from the

Stone Statues, you must have the Magic Shield. If would be most helpful if you could get the magic shield before you enter level 2.

11 "GET INFORMATION BEFORE YOU FIGHT."

See this little old man before you fight Dodongo.

A little old man is in room A. If you go see him, he'll tell you the weakness of Dodongo. It will take a while before you find an efficient strategy because Dodongo can block Link's attack very easily although Dodongo himself doesn't have strong offensive power.

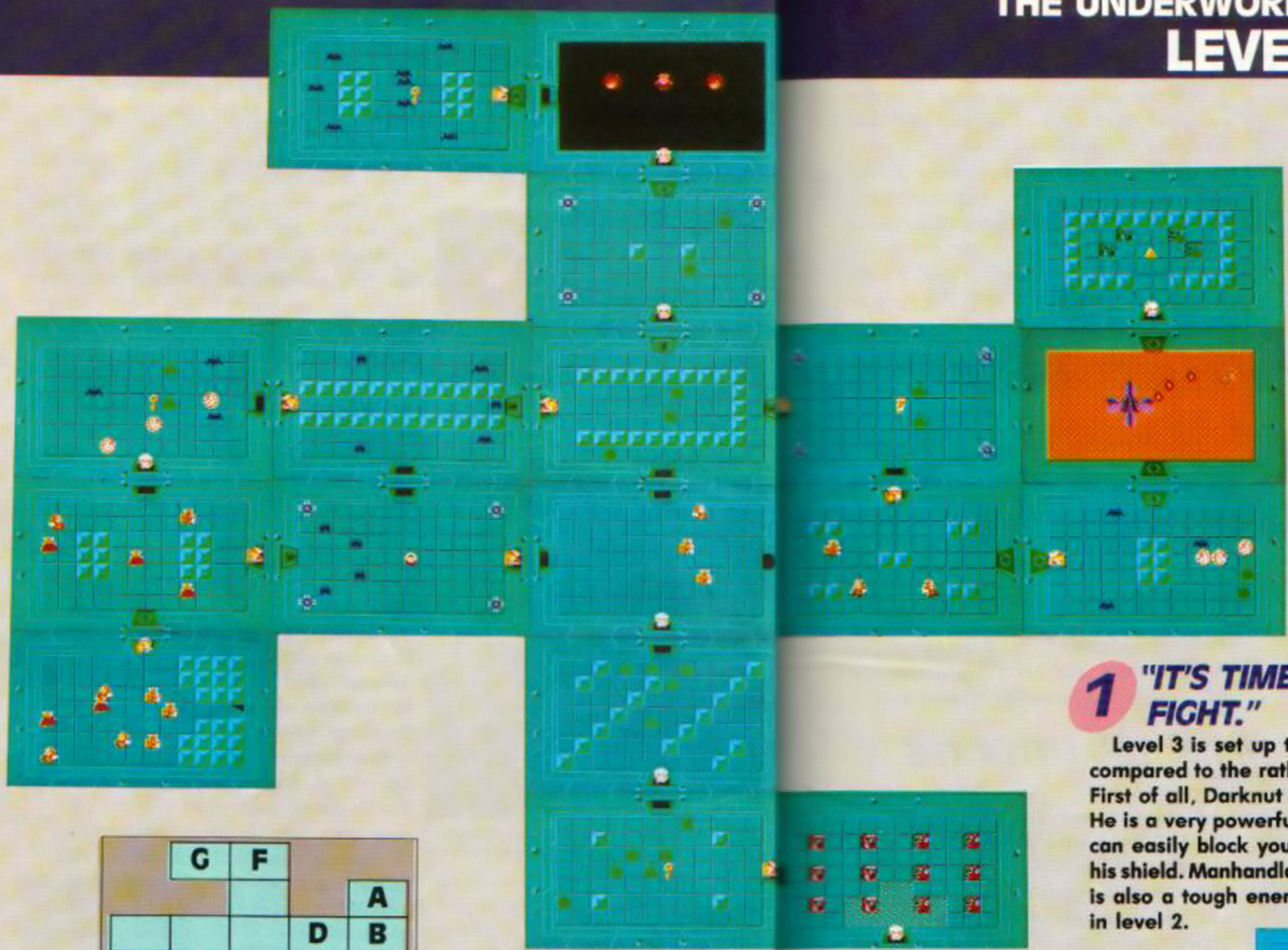
If you learn Dodongo's weakness you will have a pretty good idea of how to beat him. Don't waste your time fighting for nothing. Think twice about what the little old man says.

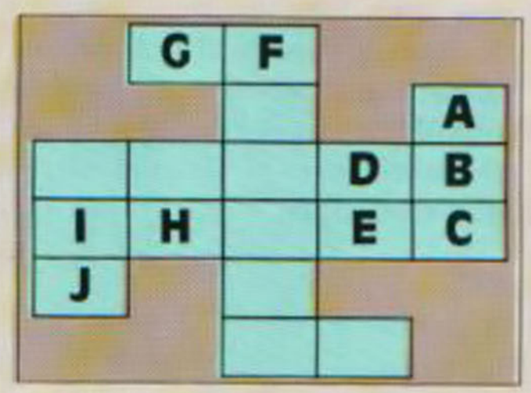
12 "BOMB DODONGO"

The secret is to wait until the Dodongo comes close to you rather than to chase him.

Dodongo is in room F. Unless you beat Dodongo you won't be able to get the Triforce which is in room I. According to the little old man, you can beat the Dodongo with a certain treasure. What is the treasure? You should be able to figure it out from the his words. Wait until the Dodongo gets right in front of you, then toss the treasure into the Dodongo's mouth. If you repeat this twice, the Dodongo will be beaten. Be aware, however, that the shock wave of the treasure's first explosion will only stun Dodongo.

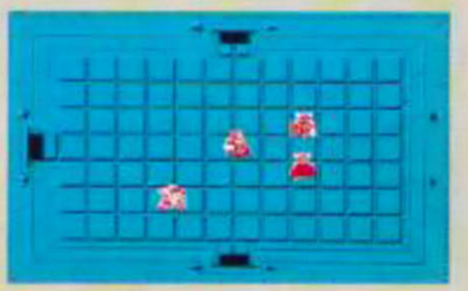
LEVEL3 MANJI





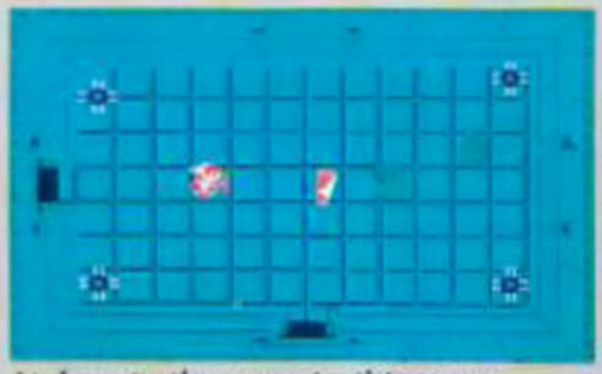
1 "IT'S TIME FOR THE REAL FIGHT."

Level 3 is set up to be a very difficult level compared to the rather easy levels of 1 and 2. First of all, Darknut appears for the first time. He is a very powerful enemy for you. Darknut can easily block your forward attacks with his shield. Manhandla, one of the huge enemies, is also a tough enemy that you encountered in level 2.



There are strong enemies in level 3. What's the secret of fighting?

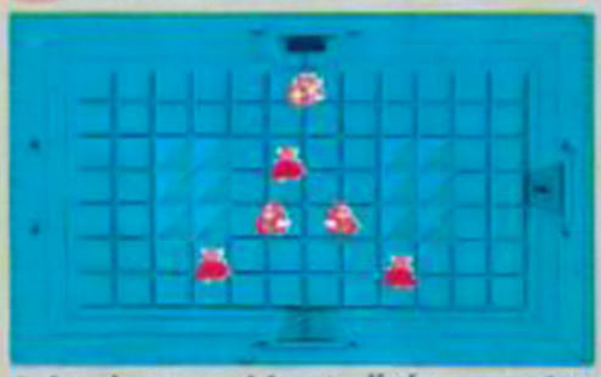
2 "GET A MAP AND A COMPASS."



Link gets the map in this room.

You can get a map in room D and a compass in room H. The map and the compass are especially helpful to you in the Underworld mazes because they tell you where you are and in which room the Triforce is hidden. Everything will be almost perfect if you verify on the subscreen which rooms you've been through. Clear level 3 with the help of the map and the compass.

3 "BEAT ALL THE ENEMIES, AND OPEN THE SHUTTERS."

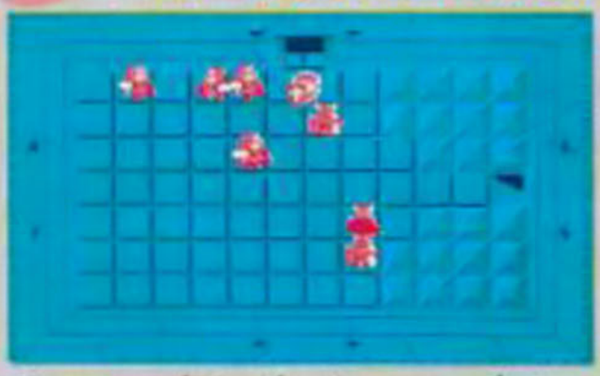


Calm down and beat all the enemies in the room.

The shutters in room C, E, G, and I are closed by the enemies' magical power. Beat all your enemies so that the shutters will open and then you can advance to the next room! Okay?

Sometimes the shutters close behind you as soon as you enter the room, but don't panic. Your enemies will take advantage of you if you panic. Always keep cool even if you are trapped in the room for a moment.

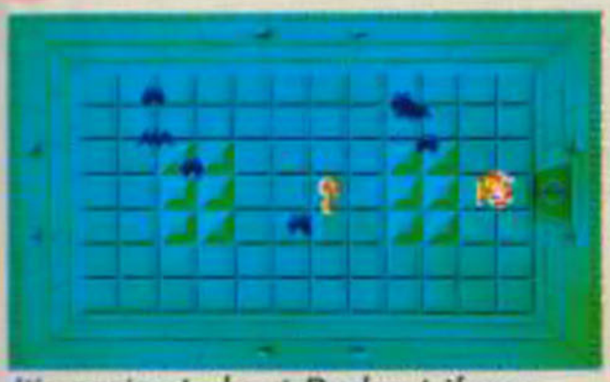
4 "GET A RAFT AFTER YOU ENTER THE TREASURE ROOM."



Sooner or later the treasures that you need in the next level begin to appear.

A raft is a treasure that you get in level 3. The treasure room is hidden in the basement of room J. The entrance to the treasure room is visible and you can go inside with no problem. There are, however, a great number of Darknuts. The secret is to run into the treasure room as quickly as possible without fighting seriously with the Darknuts. Then when you leave room J, again run away as quickly as possible before the Darknuts get you.

5 "BEATING A POWERFUL ENEMY, DARKNUT."



It's easier to beat Darknut if you have the white sword.

A forward attack won't be effective on the Darknuts at all. For this reason you must attack them either from the side or from behind if you wait until the Darknut passes you. It's a good idea to attack him from behind obstacles. As soon as Darknut senses your attack, he will turn and face you, so you must be ready to escape from him fast! It will be easier later if you blow up a few Darknuts now. Try to throw bombs at the Darknuts that are gathered close together.

6 "DON'T GET CAUGHT BY THE BUBBLES."

Get ready to use flying weapons in the rooms where Bubbles lurk.

Even if the Bubbles touch Link, he won't get hurt. However, Link won't be able to draw his sword for a while. So be on the alert! Dodge the Bubbles as much as you can, although it's not always possible to do so because there are other enemies to pay attention to. It's wise to switch to flying weapons such as the boomerang or the bow before you enter the room where Bubbles are waiting. That way, you can continue your attack against your enemies even without the sword.

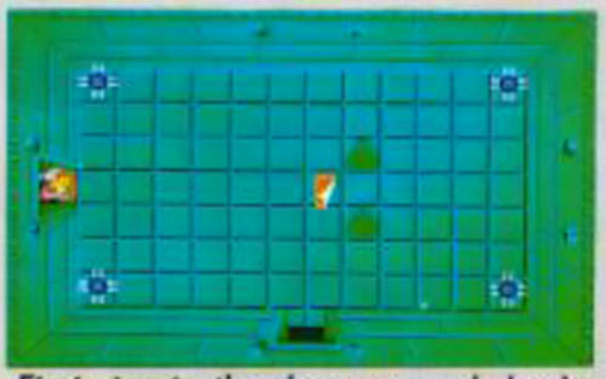
7 "ATTACKING YOUR ENEMIES FROM UNDER THE OBSTACLES."

Take advantage of everything you can. Even an obstacle can be your strong ally.

When there are obstacles in the room, you should use them to fight even more fiercely. Link's sword is not able to reach through the side or bottom but it can reach up through obstacles above, however. This allows you to take advantage of the obstacles. Hide yourself under the obstacle, and thrust your sword upward abruptly when your enemy comes over the obstacle. In this

way, you will be able to attack your enemies without getting a "body crash". This is especially effective on the enemies who don't use flying weapons. This technique is very effective against Darknuts.

8 "INVESTIGATE THE ROOM BEFORE YOU JUMP INTO IT."



First stay in the doorway and check out your enemies.

Before you fully advance into the next room as the screen changes, wait in the doorway, and your enemies won't be able to attack you. Instead of immediately jumping into the room, investigate the room from the doorway. Take your time to come up with a good countermeasure as you confirm what kind of enemies are in the room and whether traps or Stone Statues await you. This way you won't be attacked as soon as you enter a room.

You should know, however, that this method won't work in rooms where the shutters close as Link enters the room.

9 "THE WISE WAY TO USE A BOOMERANG"

The boomerang is a great weapon, it can be used several ways.

What would you do if rupees or hearts appeared in the middle of the battle? Since you are too busy fighting with your enemies, it's difficult to go get the rupees or hearts. Right?

In this situation, the boomerang is effective. Did you know that you can pickup a rupee or a heart by throwing a boomerang? Yes, the boomerang allows you to pickup a rupee or a heart as you fight with your enemies. It's a rather sophisticated technique, but it's certainly helpful to know about it. Rupees and hearts won't stay long, so get them before they disappear.

10 "MAKE SURE TO MEET THE LITTLE OLD MAN."

At least you'll find out where the white sword is.

He is in room F. He will ask whether Link got a sword from someone somewhere.

This is very important because you won't find the white sword unless you listen to his message. Once you meet him, you will be better off to get out of level 3 and get the white sword right away. It's going to be much easier to clear level 3 with this white sword.

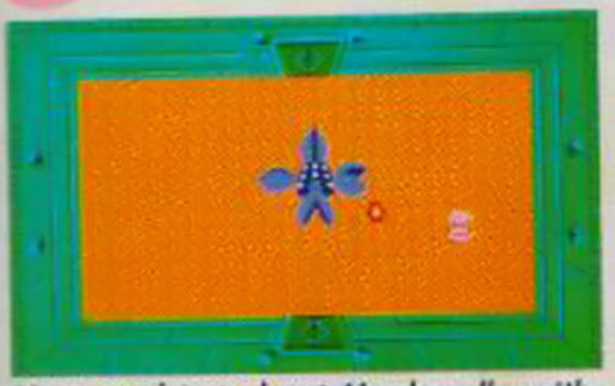
11 "ATTACK ZOL WITH A SINGLE STROKE."

Beat Zol with the white sword without separating it into two Gels.

You will come face to face with Zol starting from level 3. If you cut Zol with a regular sword, Zol will become two Gels. Be careful when you cut Zol near the wall, or else a new Gel will bounce back at you in a "body crash". You must fight with Zol whether you are in the middle of the room or with the wall at your back.

However, you can beat Zol with a single stroke of the white sword. In addition, there's a chance that rupees or hearts may appear. Get the white sword as soon as possible.

12 "BEAT MANHANDLA WITH A BOMB."



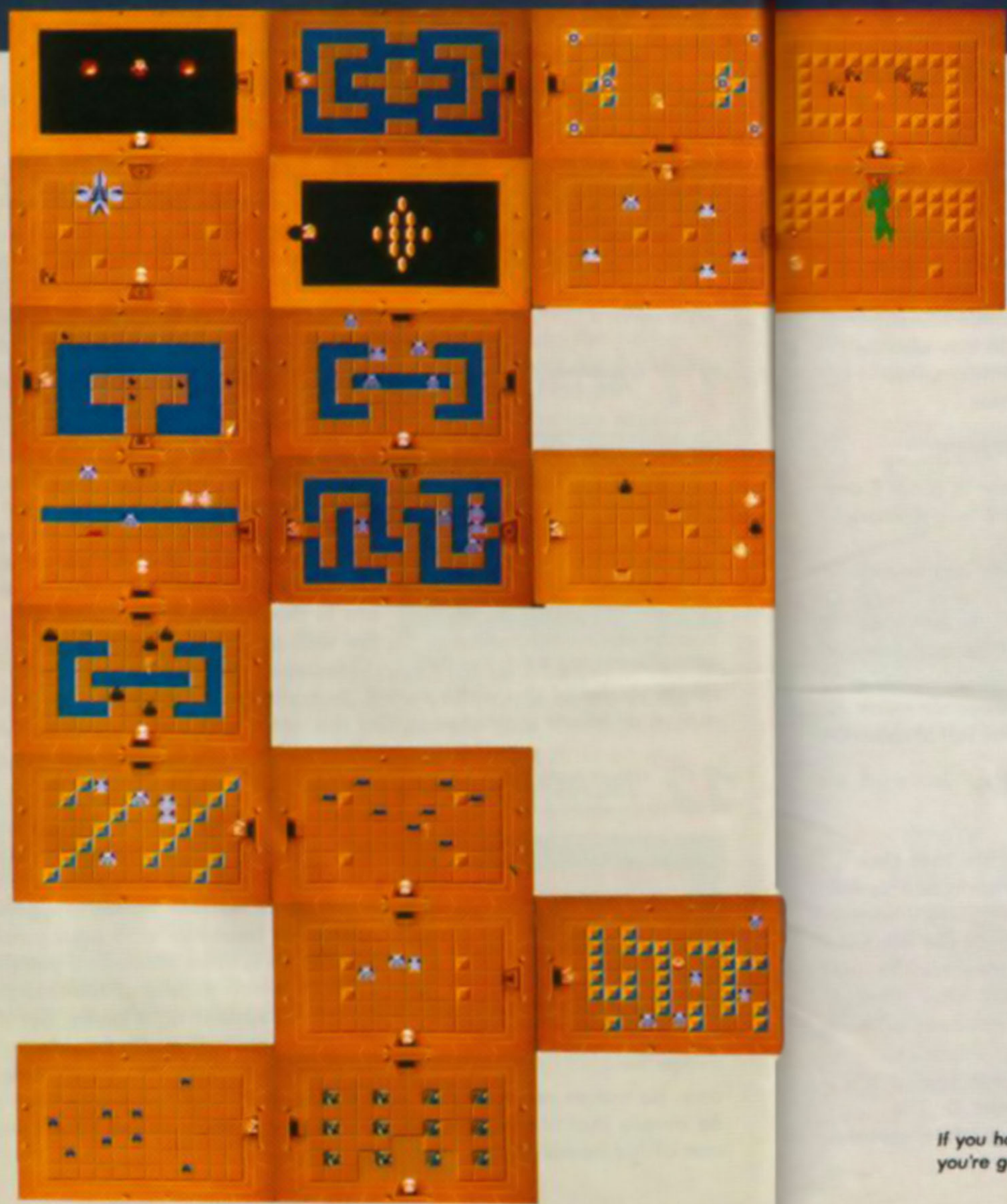
Your goal is to beat Manhandla with a single bomb.

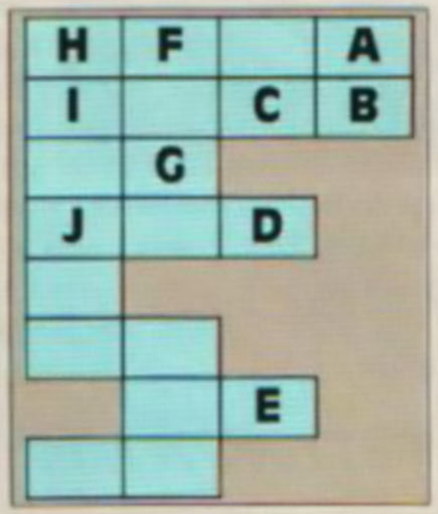
The Triforce is in room A. The big enemy in room B (which is in front of room A) is Manhandla. He is beaten when all of his four hands are gone.

You can beat him with your sword, but a bomb is more efficient. If you throw a bomb at the middle of Manhandla, he will disappear right away, but if you miss, you will be in trouble.

As Manhandla loses his hands one by one, he moves more quickly, and it's more difficult for you to beat him. Be aware that Manhandla moves at his maximum speed when only one of his hands is left.

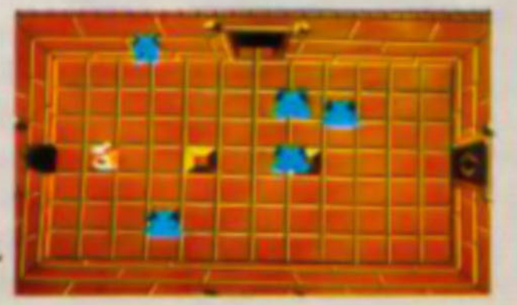
LEVEL4 SNAKE





1 "LEVEL 4 IS NOT TOO DIFFICULT."

The feature of level 4 is that many Vire appear for the first time, but if you pay attention to their movements, it is not too difficult to clear this level. One of the tough enemies, Manhandla, already appeared in level 3, and is also in a room somewhere in the middle of this level. If we grade level 4 as a whole, it would be a middle class level. For an advanced player, level 4 is fairly easy to clear without Water of Life, but an intermediate player may need Water of Life to do so.



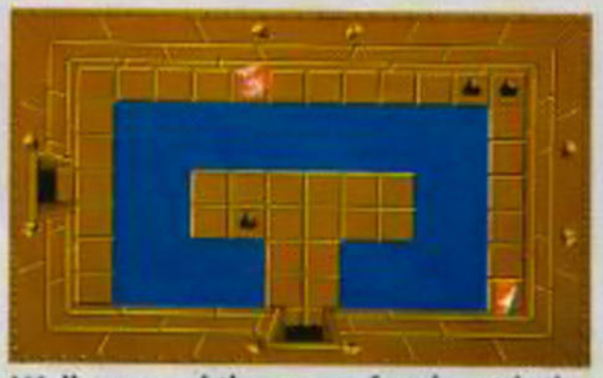
If you have to struggle in level 4, you're going to be in trouble.

2 "BUY A BLUE CANDLE FOR LATER."

Don't forget to buy the blue candle before you enter level 4.

You have to go to some dark rooms in level 4. First you need to light up the rooms. You must buy the blue candle before you enter level 4. Light up the room as soon as you enter it. If you wait in the doorway until the room becomes light enough, you won't be attacked by your enemies. You can start to act after confirming what kind of room it is as it becomes illuminated. The flame of the candle can also be used as a weapon to inflict some damage on your enemies.

3 "GETTING A MAP AND A COMPASS."



Walk around the maze freely with the help of the map and the compass.

You can get a compass in room E and a map in room G. Don't forget these crucial items!

Keep in mind that you won't be able to get the map if you try to enter room G from the room under it. In order to get the map, you must go to the room to the left of room G.

You need, however, a certain treasure to get into the room to the left of room G.

4 "FIND THE ENTRANCE TO THE TREASURE ROOM."

Enter the treasure room and get the ladder, a very useful tool.

A ladder is the treasure that Link can get in level 4. The entrance to the treasure room is hidden somewhere in room D. You must beat all the enemies in room D before you look for the entrance. This way you'll have plenty of time to look for the entrance without being bothered by your enemies. There must be a secret in one of the two blocks found in room D. The entrance will open if you do a certain thing to one block.

5 "ADVANCING WITH THE LADDER."

The ladder is a very useful tool above ground as well as in the underworld maze.

The ladder that you found in room D can be used immediately in level 4. For example, there is a ditch in room J which prevents you from crossing to the other side. It means you won't be able to go to the upper part of the maze. The ditch, however, is no problem at all if you have the ladder. In addition, the ladder allows you to get the map in room G, and helps you in room F, too. Since the room in which the Triforce is hidden is located at the back of room F, you would be at a loss without the ladder.

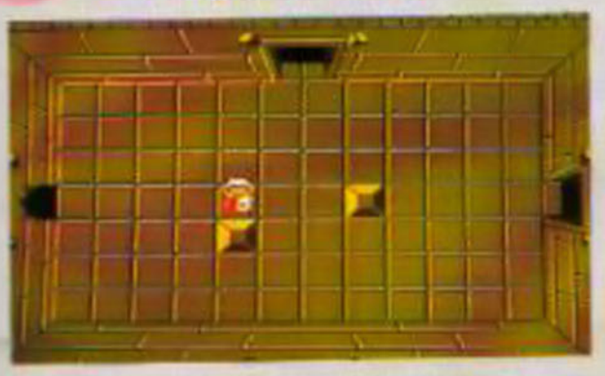
6 "ATTACK YOUR ENEMIES WITH THE LADDER."

If Link is on the ladder, he can avoid the attacks from many of his enemies.

The ladder allows Link to cross a ditch if it's the same width as Link, but the ladder can also be used as an offensive tool. If Link is on the ladder over the ditch, certain enemies such as Zol won't be able to attack Link but Link can still attack his enemies safely.

This method, however, doesn't work against enemies who can fly or jump like Vire or Keese because they can cross the ditch too. And Link can't ignore enemies who can throw their weapons!

7 "REVEALING THE SECRET OF THE SHUTTER."



You can open the shutters by doing something.

The shutter in room C is not the type which closes by the magical power of your enemies. This means that it won't open even if you beat all the enemies in the room.

If that's the case, there is some kind of trick somewhere in the room. Since room C is very similar to room D, you may be able to open the shutter in room C in the same way you opened

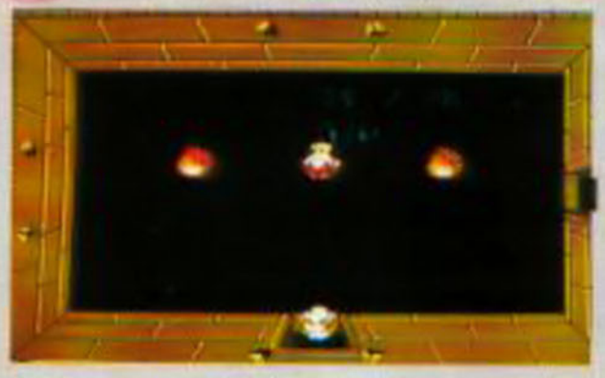
the shutter in room D. First of all, beat all the enemies in the room and then take your time to figure out how to open the shutters. It looks like there must be a secret in one of the two blocks.

8 "FINDING OUT ABOUT THE HIDDEN ROOMS."

Go to the hidden rooms and get a lot of rupees.

The hidden rooms start to appear in level 4. For example, level 4 as a whole has the shape of a snake, and hidden rooms can be found at the eyes of the snake. The passage to the hidden rooms can be found by bombing the walls. You don't want to miss this hidden room because there are many rupees in this room. It's more likely that you'll find hidden rooms in empty rooms like those in level 4 or at the corners of the map.

9 "ASKING FOR INFORMATION FROM THE LITTLE OLD MAN."



Keep in mind what he says. It will be of great help.

A little old man is in room H. Go to him for information, and he will tell you to go to a certain place. After you've found the Triforce in level 4 and have left the underworld maze for that level, go to the place where he told you to go. The person you meet there will give you a hint about reaching level 5. Since the people living in the underworld mazes can help Link, you'd better listen to their suggestions.

10 "A SECRET TO BEAT THE VIRE AND KEESES."

The Vire, which appeared for the first time in level 4, attack Link as they jump. The Vire and the Keeses are similar to Zol and Gel in that a Vire can become

Use your sword and the boomerang at full capacity to beat all the Vire and the Keeses.

two Keeses when the Vire is cut in half. You should use the boomerang when you fight the Keeses. Split the Vire into two Keeses first with your sword and then beat the Keeses with the boomerang. This is a very effective strategy because you can attack the Vire and the Keeses at the same time.

11 "BEATING THE MANHANDLA."

Unless you go through here, you won't be able to progress.

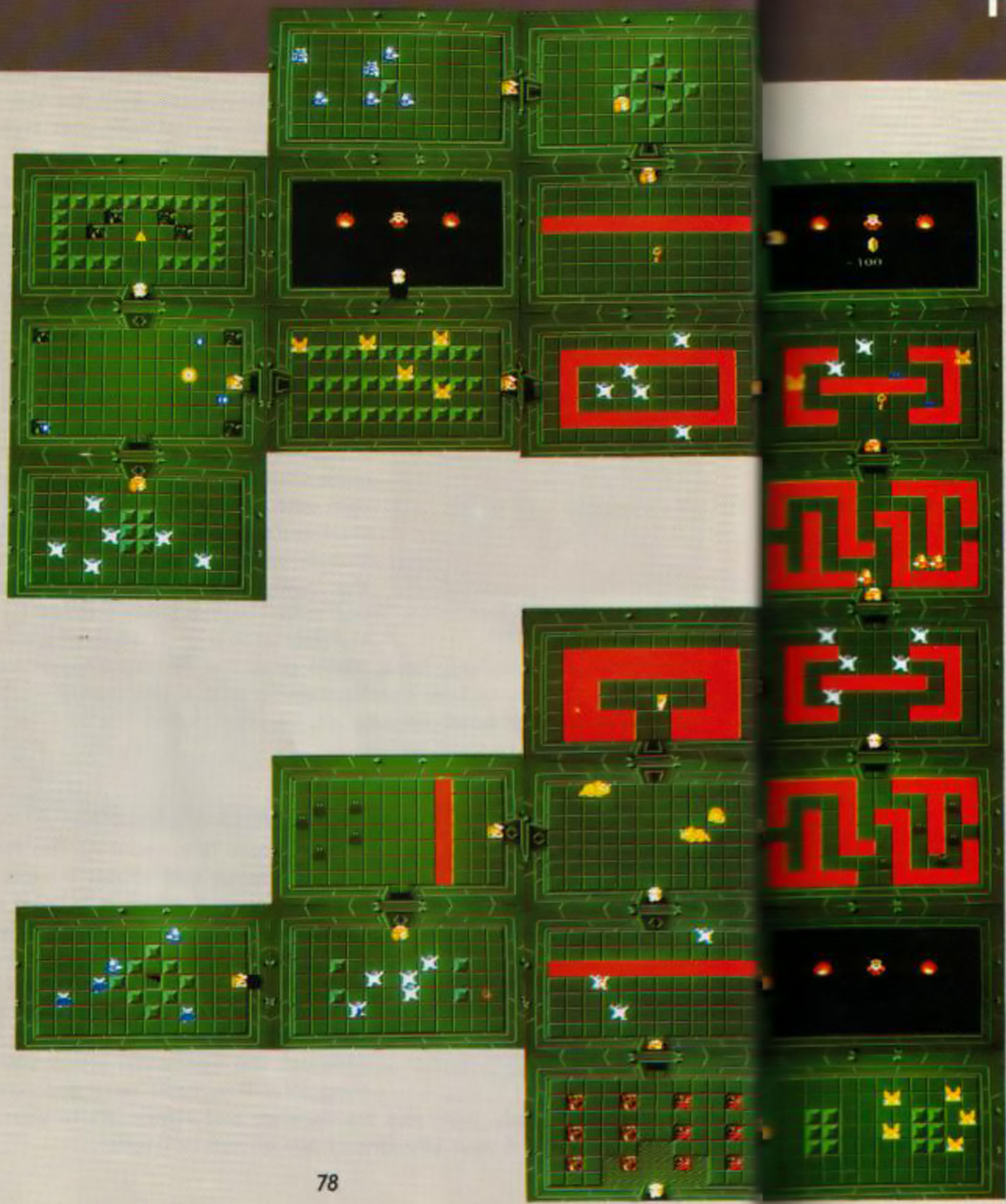
The Manhandla who was guarding the Triforce in level 3 is in room I. Even though room I is not in front of the room with the Triforce, it's tough to fight with strong enemies like the Manhandla. Besides, there are two Stone Statues which can shoot beams at you. The Manhandla moves around here and there and the Stone Statues' beams are shot at you from everywhere. You'd better fight quickly here. Make good use of your experiences on level 3, and try to beat the Manhandla with a single stroke. The timing or your bomb attacks will be very important.

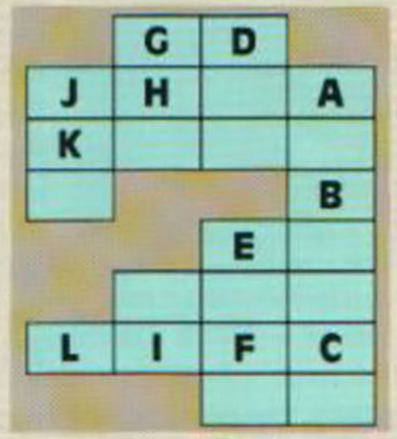
12 "BEAT THE TWO-HEADED GLEEOK."

You should buy the Water of Life before fighting with Gleeok.

The Triforce is in room A. The two-headed Gleeok that shoots beams at Link is in room B which is in front of room A. The secret to beating the Gleeok is to stab its neck area many times with your sword after you get close enough to it by running towards it during the breaks between the beams. Although the heads can attack Link even after they have been separated from Gleeok's body, just take the damage and attack. It's to your great advantage if your Life Hearts are all red to begin.

THE UNDERWORLD MAZE MAP
LEVEL5 THE LIZARD

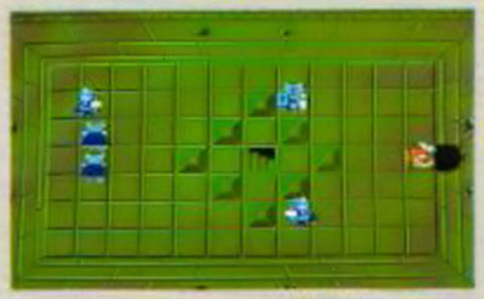




1 "STRUGGLING WITH THE DARKNUTS."

The Darknuts are the enemies that'll give you the hardest time in level 5 of the underworld mazes. There are only two rooms that the Darknuts are in, but these two rooms are the toughest of all the rooms in level 5. Even for an advanced player, it's hard to beat all the Darknuts because the room is filled with so many of them. It's almost impossible to get through these two rooms, even for an advanced player, without the Water of Life.

Enemies that have unique weaknesses, like Digdogger and Pols Voice, will appear on this level. Some people, including a little old man will tell you abut the weaknesses of these enemies in level 5. Don't miss them.



It's going to be a tough fight against so many Darknuts!!

2 "LET'S FIND A MAP AND A COMPASS."

The map and the compass will help you not get lost in the maze.

The map and the compass become even more important as the mazes get more complicated. You can get the map in Room E and the compass in Room B. After you get the map, check the rooms with it one by one as you advance. If you skip this check, you may get lost. The secret is to take your time, and not to hurry too fast. You may find it helpful to use some of your own ideas in making a map.

3 "FIND THE ENTRANCE TO THE SHORTCUT."

Go to Room D by an even deeper route through the underworld maze.

There are four rooms located in the upper part of the level 5 map, but you must go through Room L to get there. Room L leads to Room D. The entrance is visible, and if you find the secret in one of the eight blocks, you can reach the entrance. Many Darknuts, however, are waiting in Room L. You must beat them all first. The bombs are useful here, so bring a lot of bombs for the Darknuts!

4 "LOOK FOR THE ENTRANCE TO THE TREASURE ROOM"

The Whistle is the Treasure of level 5. It will be useful somewhere in this maze.

The entrance to the treasure room is hidden in Room G, where again, many Darknuts await you. They are nasty enemies because they always block the places that you must go through, such as Room L. You have no choice, defeat all the Darknuts. You can put aside the task of finding the entrance to the treasure room until later. Don't give up!

After you've beaten all the Darknuts, look for the entrance. In order to open the entance, you must do something to the block located in the middle of the room.

5 "BE ALERT FOR THE POWERFUL GIBDO'S BODY CRASH"

Attack Gibdos as you avoid their powerful body crashes.

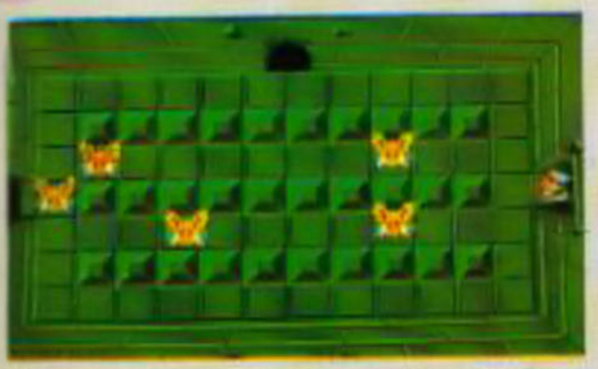
The Gibdos appear in level 5 of the underworld mazes. They are slow enemies but their powerful body crashes are extra severe. If you are careless because of their slowness, you will get into trouble. Their slowness, however, is still an advantage for Link. Since they don't attack Link suddenly, Link has plenty of time to avoid their body crashes. Gibdos lurk in many rooms. By the time you clear level 5, you will have learned how to beat them.

6 "IT'S OBVIOUS WHAT THE GIBDOS ARE HOLDING."

It's almost yours as soon as you see which Gibdo has what. Beat them quickly!

Some Gibdos hold things like keys, just as some of the Stalfos did before. For example, one Gibdo is walking around with a key in his hand in Room F and another Gibdo in Room I holds a bomb. It's clear that the Gibdos are holding things, just as with Stalfos. Some lucky things happen by chance. Defeat these Gibdos, and get super helpful tools quickly.

7 "HOW TO DEAL WITH POLS VOICE"



The "wait and attack" method takes advantage of their movements.

Many Pols Voices are in level 5. Their movement patterns are pretty simple—like jumping up to the top and down to the bottom. Avoid fighting with Pols Voices from the front because you might receive body crashes. Place yourself at the side of the screen until the Pols Voices come toward you, and then attack them with your sword just as they jump up. It sure seems like there must also be another way to beat them easily.

8 "CASH IN ON MORE BOMBS."

Pay the money and get your 12 bombs. Onward!

If Link pays 100 rupes to a little old man in room A, he will let Link have twelve bombs. The fact that he lets Link do so, implies an upcoming situation where Link will need many bombs. So, pay 100 rupees and save the bombs for later. However, in order to enter room A in the first place, you must use one of your bombs to make a hole. For this reason, when you fight with the Darknuts before you come here, try not to use up all of your bombs. You must at least save one to get into room A.

9 "INVESTIGATING THE SECRET OF DIGDOGGER'S WEAKNESS"

Which of Link's possessions makes a sound?

Link can learn about the weakness of the Digdogger from a little old man in room C. According to him, the Digdogger hates certain sounds. But this is too vague to understand what exactly Digdogger's weakness is. At least now you know that his weakness has something to do with sound. If you find out more about that sound, you will be able to take advantage of Digdogger's weakness.

10 "GETTING HELPFUL INFO IN THE HIDDEN ROOM"

Think of what you can do to take advantage of the Pols Voice's weaknesses.

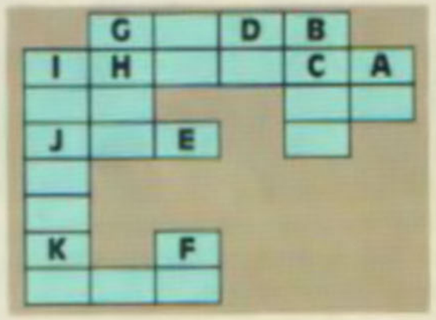
There is a place in the maze map of level 5 which looks like an eye-shaped hole instead of a room. In fact, block H is a little old man's hidden room. Link can get in to hear about the enemy whose weakness is a certain sound. According to the manual, The Legend of Zelda, this enemy is the Pols Voice. The manual says that you should surprise him with a certain sound. Is surprising the Pols Voice with a sound really effective?

11 "LEARN THE DIGDOGGER'S WEAKNESS AND ATTACK!"

Attack the Digdogger after shrinking him using his weakness.

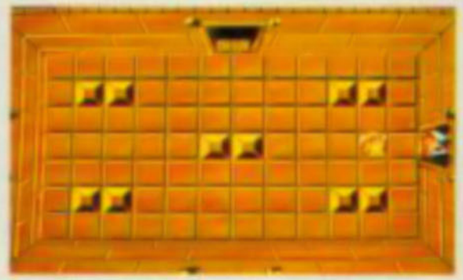
The Triforce in level 5 is in room J, but before you get into room J, the battle with the Digdogger must take place in room K. The huge enemy, Digdogger, however, is too much for Link unless he first shrinks it down to size. The Digdogger will shrink if it receives shock waves. But how? Can Link attack the Digdogger with shock waves? What is the connection between the shock waves and the sound that the Digdogger hates? Trust in what the little old man told you, and go against the Digdogger.

THE UNDERWORLD MAZE MAP LEVEL6 THE DRAGON



1 "LEVEL 6 IS AN ULTRA-DIFFICULT LEVEL"

The enemies that you have to be careful about in level 6 are the Like Like and the Wizzrobe. Both of them are very tough opponents individually and even tougher when they appear together in some rooms. Besides, the Bubbles are also around to make the battles even harder for you. Whether or not you can clear level 6 depends on how well you get through the combined attack of the Like Like and the Wizzrobe. It's a double challenge!



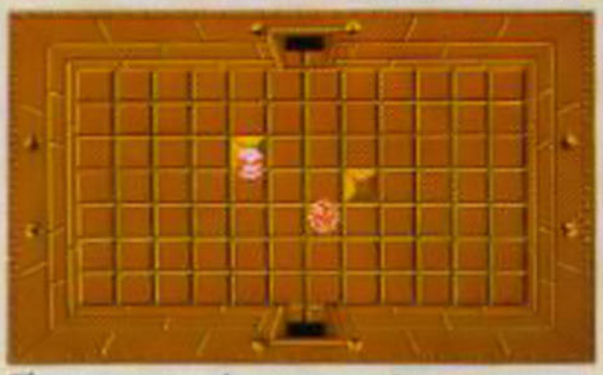
The Like Like, the Wizzrobe, and Bubble will attack you at the same time. It'll be extremely hard!

2 "GET THE MAP AND THE COMPASS."

If you have the map and the compass, the conquest of level 6 is almost in your hands.

The first thing that you want to do is to get the map and the compass when you enter the Underworld maze, level 6. You can get the map in room H and the compass in room K on this level. Until you have both the map and the compass, you should always verify the rooms you've come through by using the subscreen. That way you won't get lost or confused. Always stay calm and take careful steps.

3 "REVEALING THE SECRETS OF THE SHUTTERS."



The enemies here pose bigger problems than finding the trick to opening the shutter.

The shutter in room J won't open unless you find a trick to make it open. You have gone through many rooms similar to this one. Do something with one of the two blocks in the room so that the shutter will open. However, you must beat your enemies in this room first—the Like Like, and the Wizzrobe. Concentrate all of your energy and get ready to do battle!

4 "ATTACK THE LIKE LIKE FROM A DISTANCE."

Don't let a Like Like eat up your magic shield.

The trick to beating a Like Like is to get him before he gets too close to you. For this, the bow and arrow, blue candle, and bombs are all effective weapons. However, you can't use the same treasure forever, so when one wears out, quickly change to a different one. You are really lucky if you can get a magic wand because it allows you to cast all the magic spells you want.

If you happen to get near a Like Like, don't panic. Quick! Get our your sword and stab him before he can eat your magic Shield. You might be able to beat him.

5 "THERE ARE TWO KINDS OF WIZZROBES."

Evan when you're in the safety zone at the entrance to a room, the Blue Wizzrobe can get you, so watch out.

The Yellow Wizzrobe always appears in either the line running horizontally or vertically from Link, and can shoot magic spells only toward Link's standing position. When you first see one appearing, quickly jump out of its path. It is safest to attack a Wizzrobe from the side.

The Blue Wizzrobe is a lot tougher to battle than the Yellow one because its pattern of movement is a lot harder to predict. You have to really be on your toes because the Blue Wizzrobe can also ram you with a "body crash" if you get too close to it. Your best strategy is "hit and run" warfare. Keep moving, the worst thing you can do when you battle a Wizzrobe is to panic.

6 "GLEEOK IS IN THE CENTRAL ROOM."

Dodge the beam and stab the Gleeok in the neck!

The Gleeok that you beat on level 4 is back again in room I, only now he has 3 heads and he's a lot more powerful! Be careful! Just like you did on level 4, go up to the Gleeok's side and plunge your sword into the base of his neck. That's the way to beat a Gleeok.

This 3-necked Gleeok is harder to defeat than previous ones. So are the enemies you will meet as you progress to higher levels. Don't let them sap of Link's Life force energy.

7 "DISCOVER THE DOOR TO THE SHORTCUT"

The shortcut is in here somewhere!

The entrance to the shortcut leading into room A is hidden somewhere in room E. In fact, the only way for you to get into room A and the other rooms nearby is to go through room E. If you don't find the entrance to the shortcut, you could end up walking all over the maze.

In order to find this entrance, you will have to do something to the block in the center of room E. It's really quite a simple device and since it's used repeatedly, you've most likely figured it out by now.

8 "YOU CAN GET THE MAGIC WAND IN HERE!"

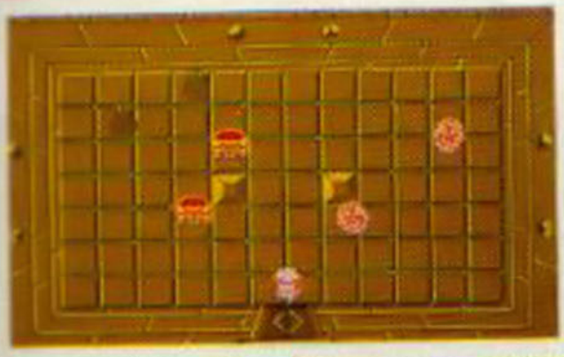
Get that wand! It'll really help Link fight!

You can get the treasure of level 6, the magic wand, from Room G. There are 2 blocks in room G, but if you do something to one of them, the door to the treasure chamber will open.

The magic wand can be used in place of the bow and arrow and is quite a useful item. By all means, try to get it!

On the Underworld map, the treasure room is usually hidden in the room in the corner of the map. This is true with Triforce as well. Important things are in the corner of the map.

9 "DESTROY THE LIKE LIKE WITH A WAND"



The good old wand gives Link a big boost in fighting power.

Your bow and arrow and bombs are good weapons for attacking the Like Like, but eventually they will run out. You can use a blue candle too, but since you can only burn it once within each screen, it's not the best thing either. The wand, however, can be used to cast an endless supply of magic spells. You'll find it's a lot easier to destroy the Like Like if you can get your hands on the wand.

10 "LISTEN TO THE LITTLE OLD MAN'S STORY"

Pay careful attention to what the he tells you and set your sights on level 7.

The little old man who lives in room D can give you a hint about where you can find the level 7 maze.

"There are secrets where fairies don't live". There you will find a very important secret.

So, after you clear level 6, you have to search out that place where no Fairies live. But what in the world did he mean by "secrets"? It's you who must find the secret. Use your imagination to find a way into level 7.

11 "AIM FOR GOHMA'S WEAK SPOT."

Timing is essential to catch Gohma between blinks in order to get him right in the eye.

To get the Triforce in room B, you have to beat the Gohma in room C first. Unfortunately, Gohma is a terrible enemy because he has a hard shell that can repell any attack.

Now's the time to use the secret of Gohma's weakness that the litte old man in room F told you about.

"Aim for the eye," was what he said. The eye is Gohma's weakness. But which weapon should you use? Try different weapons and aim at Gohma's weak point.

LEVEL7 THE DEMON

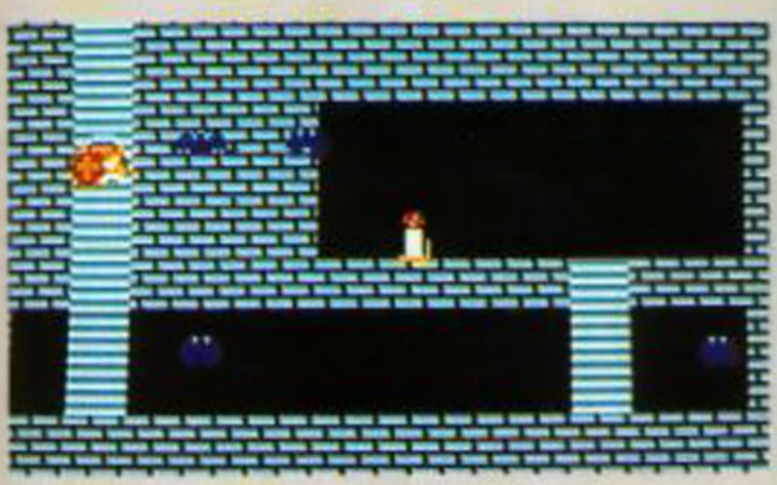
Aquamentus' fighting power hasn't gotten any stronger since you met him on level 1.

WHEW! YOU FINALLY CLEARED THE ULTRA-DIFFICULT LEVEL 6!

One thing you should know about level 7 is that there are an awful lot of Boomerang wielding Goriyas. They aren't very strong enemies though, and you can beat them easily.

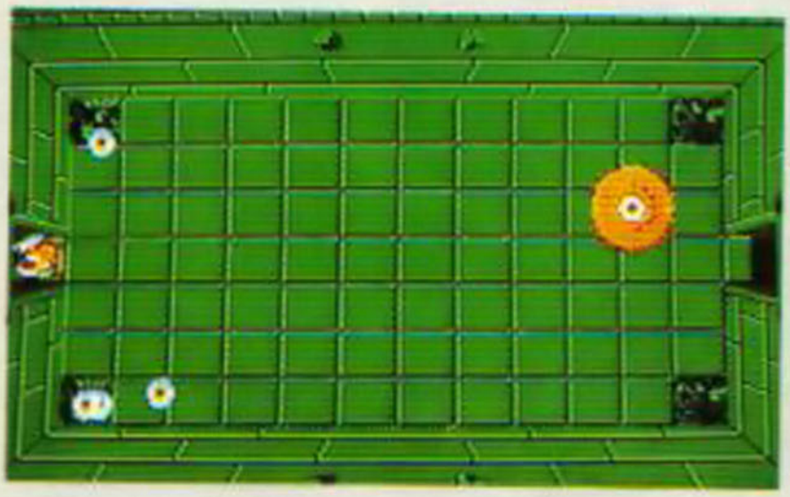
The Aquamentus guarding the Triforce chamber isn't particularly powerful either. Defeating him will be a breeze. So as you can see, level 7 isn't all that difficult relatively speaking. You might say it's of medium range difficulty.

One of the reasons why level 7 is easier is because of the many Goriyas. They aren't very dangerous, so you can take your time and pick them off.



The Red Candle is the treasure of level 7. It can be used as many times as you like within any one room. This means you can fight non-stop!

There's also a hidden room in level 7 stuffed full of rupees! A blast from one of your bombs will open a secret passage to this treasure.



There are also several rooms which contain Digdoggers. If you know the right way to beat them, they are no problem, but watch out for the beams from the Stone Statues!

If you pay the little old man of level 7 with rupees, he will increase the number of bombs you can have. Have your rupees ready! When you find your way blocked by a grumbling Molblin, give him something and he will let you pass.

There's another little old man in level 7. Listen carefully because he's going to tell you a very valuable hint about the whereabouts of the level 7 Triforce.

THE UNDERWORLD MAZE MAP
LEVEL8 THE LION

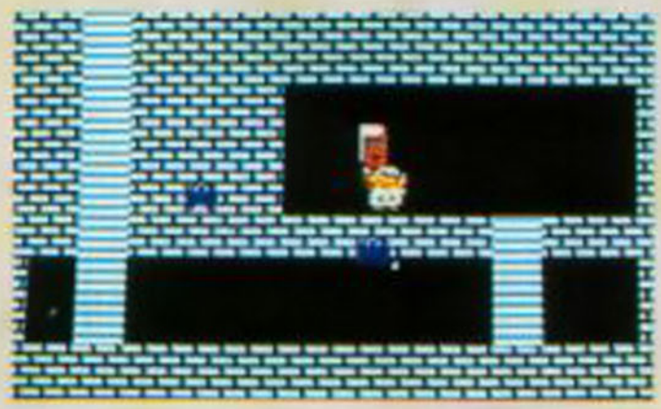
A four-headed Gleeok is guarding the Triforce. He's much stronger now that his heads have multiplied.

CAN YOU HACK YOUR WAY THROUGH THE FIERCE ATTACK BEAM OF THE STONE STATUES?

The eighth Underworld maze has a simple layout, so there's no need to worry about getting lost. Its overall shape is similar to the profile of a lion's head.

Though it may appear easy, beware because there are a lot of rooms with beam-shooting Stone Statues. You should already have the magic Shield with you but remember, while you are fighting your enemy you must also dodge the beams. It could get tough! level 8 is of medium difficulty.

Walk all around the maze until you find the little old man's room. He tells you where to find level 9.



Find the treasure room and get the magic book. The wand and the book form a magical set with flame-throwing powers. You can use them as a candle too.

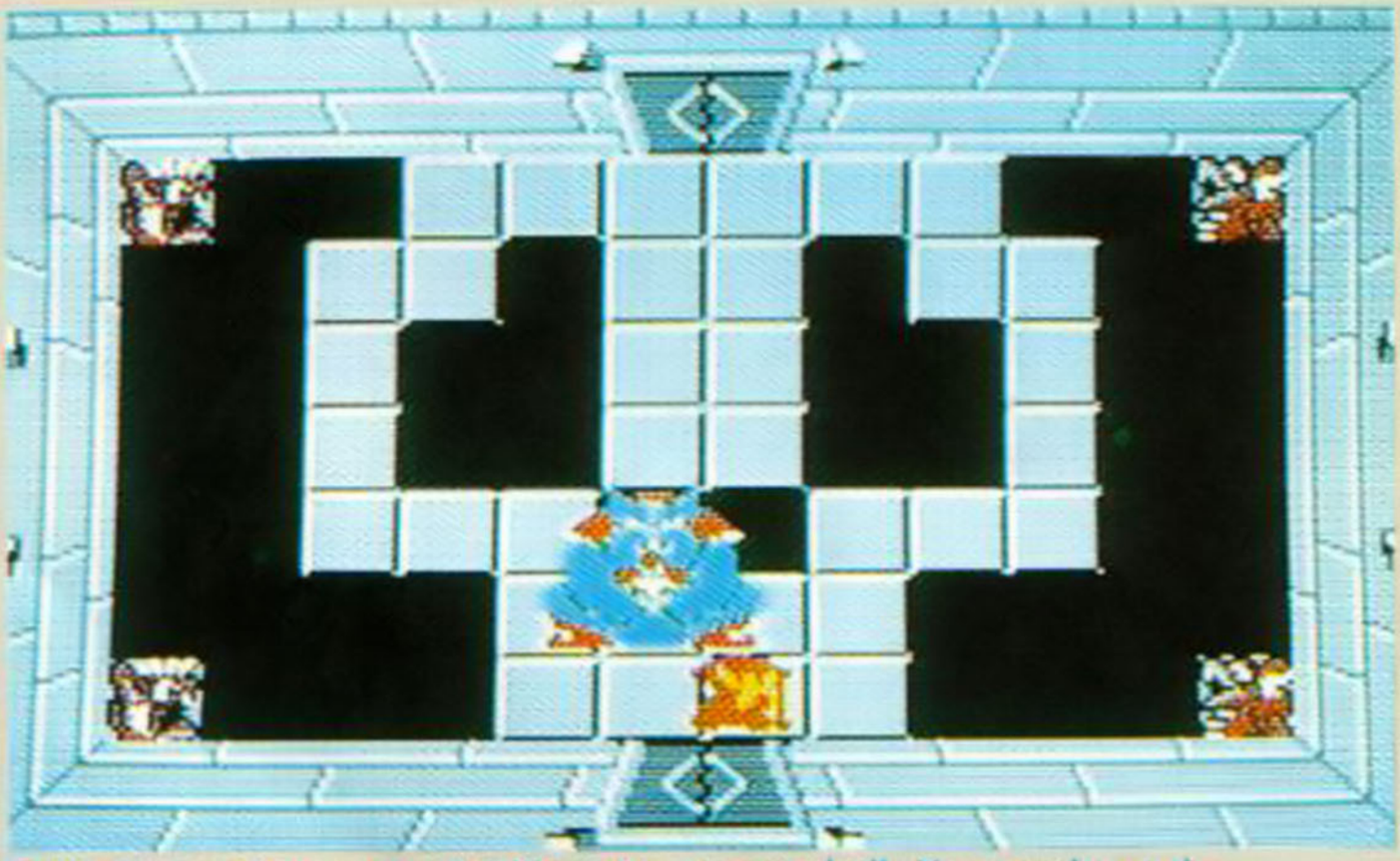
There's one more treasure item that you can get in level 8—the magic key. The key is hidden in the treasure room and the door to the treasure room must be found in a far away room at the edge of the Underworld maze.

Attack on two fronts! You must battle swarms of Darknuts while dodging the deadly beams of the Stone Statues. It's doubly dangerous, doubly tough!

Your terrible enemy Gohma is in one of the rooms along your way. You can attack him at his weak spot with one of your weapons, but which one could it possibly be?

A medium tough enemy, Manhandla, is waiting for you in a room somewhere along the way. One bomb and blam! he's gone.

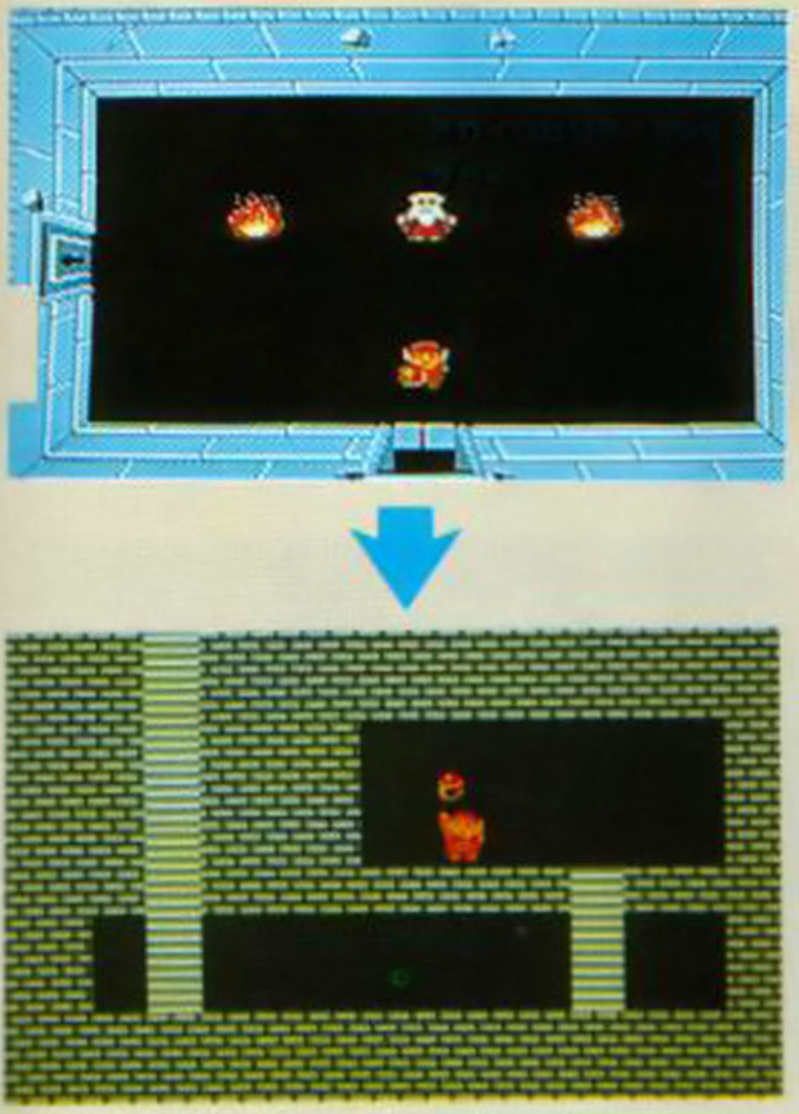
THE UNDERWORLD MAZE MAP
LEVEL9 DEATH MOUNTAIN



Ganon is in a room shaped like an ominous skull. You need just the right weapon to beat him.

AT LAST, THE FINAL SHOWDOWN WITH THE EVIL GANON! GO FOR IT!

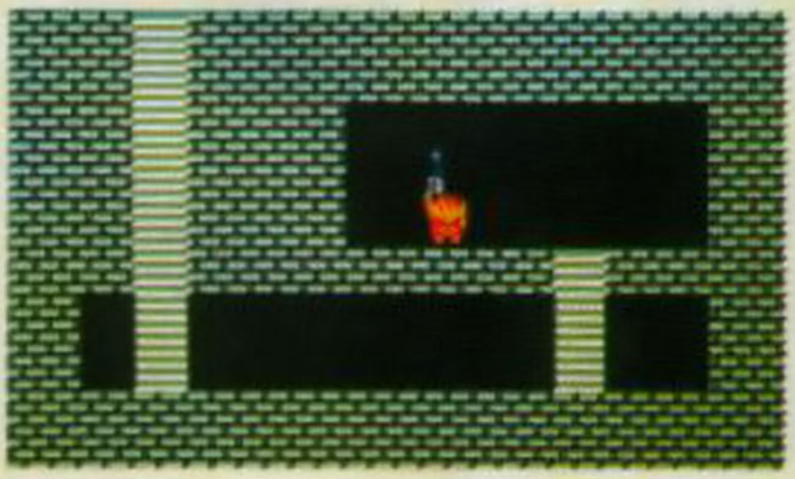
Finally you've reached the last maze. The second room from the entrance to level 9 contains a little old man. If you haven't assembled all the parts of the Triforce, he will not let you pass. This maze is the largest one yet and extremely intricate. Some rooms lead to shortcuts and some rooms lead nowhere. So, to keep from getting lost, you had better make a map as you explore. All you have to do is to make the map and you'll be through level 9 in no time.



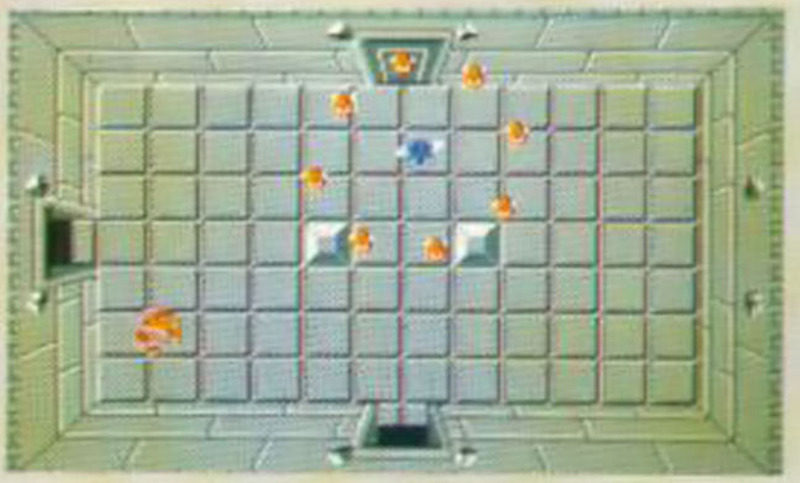
He wants to know if you found the red ring yet. The red ring can reduce to 1/4 any damage you receive from your enemies.

This little old man tells Link to "go to the next room", but which room? Is it the one on the right? The one on the left? What does he mean? When Link gets there, what will he find?

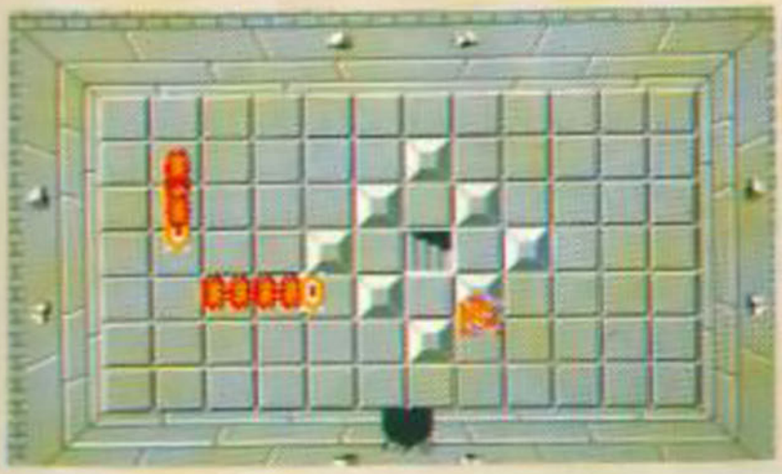
The little old man here tells you that "Eyes of skull has a secret" What does this riddle mean? Think hard.



There is one more treasure item that you can get in level 9, the silver arrow. What in the world is this weapon used for? It is certainly good for something.

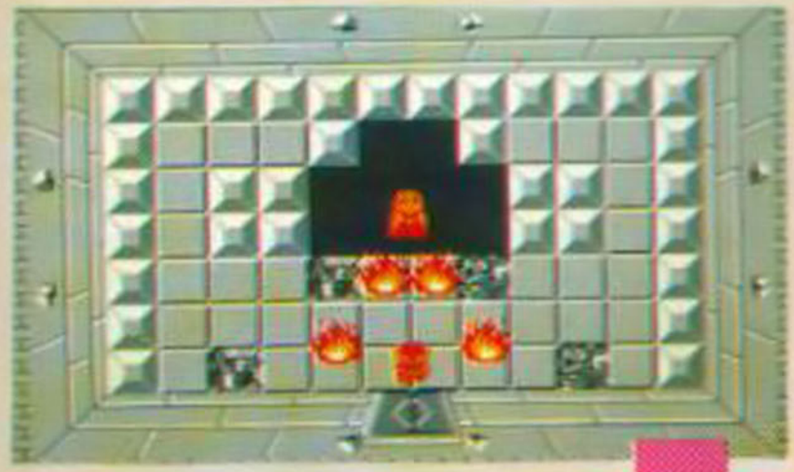


You will see a new kind of enemy, Patra, popping up in some rooms here and there. Your sword is the only thing you can use against them. You have to finish off the little ones first, or you'll never be able to beat the bigger ones. They are persistant!



Here the Moldorm make their first appearance. There are two kinds of Moldorm, red and blue. The speedy blue ones are especially tough to beat. The best way to get rid of a Moldorm is to burn him up!

Once you get hold of a compass, don't go rushing out of that room. First take a look at the map shown on the screen. Look! The skull's eye is flashing red!



Once you've destroyed Ganon, go even deeper into the maze, to a room way in the back. There you will find the captured princess Zelda. But wait! Between you and the princess, a wall of flames is blocking your way. If you continue, you'll be burned to a crisp! Before you can rescue the princess Zelda, you must put out the fire. But how? Just beat it with your sword.

VICTORY IS YOURS!

A COURSE IN ADVANCED TECHNIQUES.

Despite your efforts, you are defeated so easily! If you master these techniques, you can win for sure

1 "USE YOUR BOOMERANG RIGHT."

It's true that your boomerang can freeze your enemies, but remember, it's only for an instant. When you fight with an enemy too powerful to be destroyed in one encounter, by alternating rapidly between buttons A and B you can stop him, then attack him with your sword, freeze and attack.

You'll find this a very effective strategy.

However, if you falter in this pattern even for a second, your enemy will have an opening and can attack YOU!

2 "MAKE IT A RULE TO CHECK OUT THE NEXT SCREEN."

When you are about to move on to a new screen, don't just go dashing in. Put half of yourself over the border into the next screen. From there you can check out the situation and plan your battle strategy. While Link is in this position, he can neither attack his enemies nor be attacked by them, so he is safe. In extreme cases though, he may be open to enemy attack.

3 "EVEN IN THE UNDERWORLD MAZE, CHECK IT OUT FIRST!"

In the Underworld mazes, when you jump into a room there is great danger of being beaten. As you did in the Overworld, pause on the border between screens, and check out the new situation. However, this method won't be any good for entering rooms with closing shutters. You also have to keep an eye out for the Blue Wizzrobes that can come sneaking in through the entrance.

4 "USE OBSTACLES IN YOUR FAVOR!"

When you fight your enemy, use obstacles as a part of your battle strategy. For example, when you position yourself in between the obstacles, you

can't very well be rammed by your enemy because he can't get over the obstacle. The obstacle limits the sides from which you can be approached. This is useful for your attack.

5 "WHEN YOUR SWORD LOSES ITS BEAM..."

When you've suffered some damage, and you can't get the beam to shoot out of your sword as you fight, you must speed up your timing a little to fight with the sword. If you want until your enemy is right up on you to draw your sword, it's too late! He can body ram you. Learn by feel how far Link's sword can reach.

6 "THE ROUTE TO CERTAIN VICTORY!"

First, in the cave at the starting point you will receive a sword. Next, go out into the forest on the right and continue up and up. As soon as you see the bridge, cross over and you will be in level 1.

While you are doing this, try your best to ignore Octoroks. Your Life force power is still low, and you don't yet hve the magic shield to protect you from the beam of the swamp devil Zola. When you have entered level 1, go destroy the Goriya and get the wooden boomerang. It will be a great help to you in future battles.

Don't worry even if you are defeated. Up to this point, it doesn't matter how many times you are defeated because you can always go back to the entrance, and start over again with your three Life Hearts.

After that, you can go get the Triforce or go looking for money, If you manage to collect some money, buy the magic shield right off. Even better, if you can find a Merchant's cave, save enough money to buy the blue ring from him.

7 "DON'T DRAW YOUR SWORD RECKLESSLY!"

Whenever Link draws his sword, he has to lower his shield and he can find himself face to face with a direct attack of stones, spears, beams, and swords. So, you must use your sword in moderation. Keep your shield up, watch for a break in your enemy's attack, and then go for him with your sword. That's the sure way to victory!

LINK HEADS ON...
TO A NEW ADVENTURE!

With the Wisdom of Triforce, our good hero Link has defeated the evil demon Ganon and rescued Princess Zelda. Thanks to Link's bravery, Ganon's scheme to rule the world in terror and darkness is demolished, and peace is restored to this fair land of Hyrule.

Yet Link's battles do not end here. He takes up two pieces of the Triforce in his hand, and sets off on another perilous journey. This time he is heading for a new destination, an unknown country. What kind of terrible hardships await him there?

Have no fear! Go forward, brave Link! Onward to new journeys, to new battles. It is your destiny to endure these ordeals. Won't you go with Link on his next adventure? Come on, let's go!

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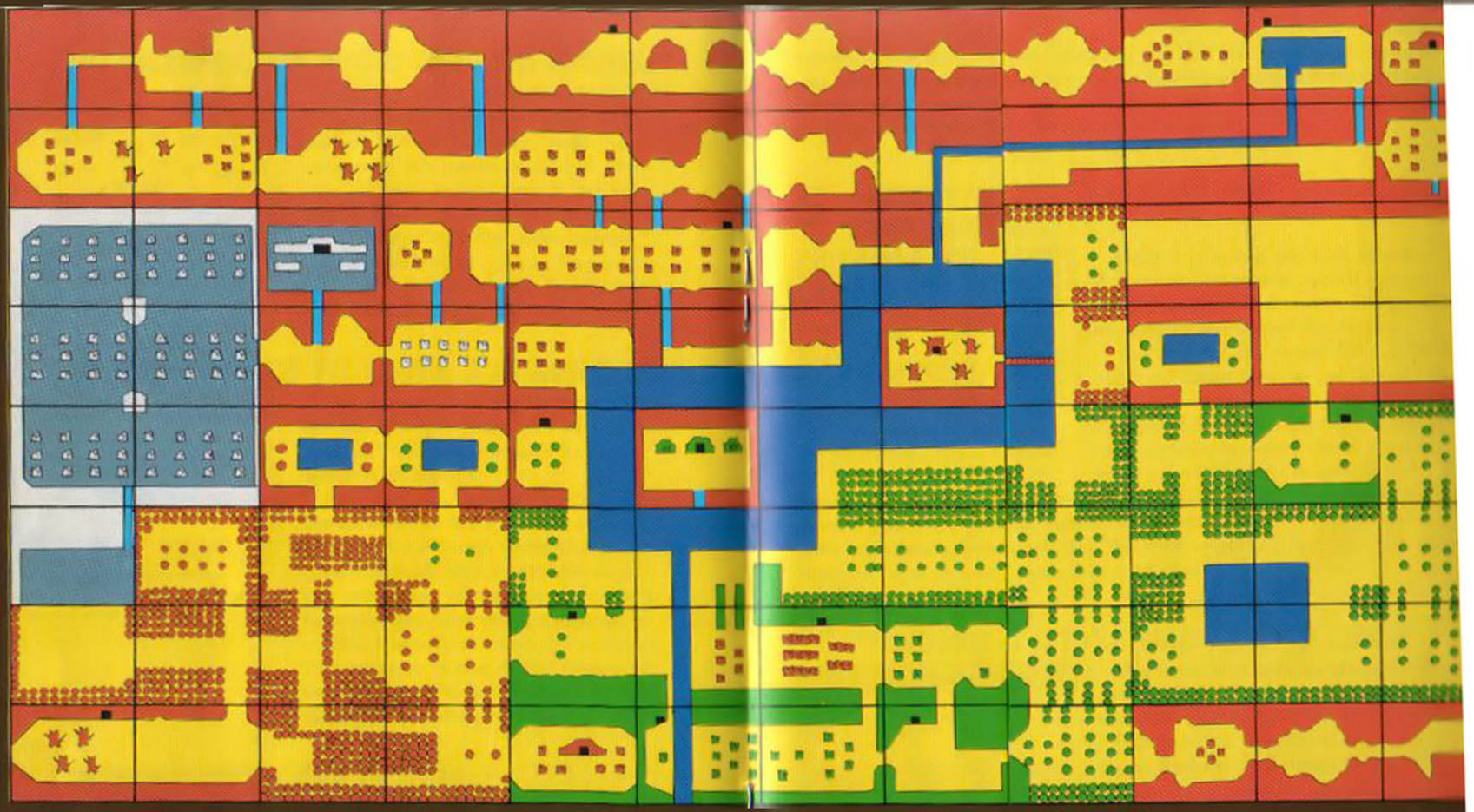
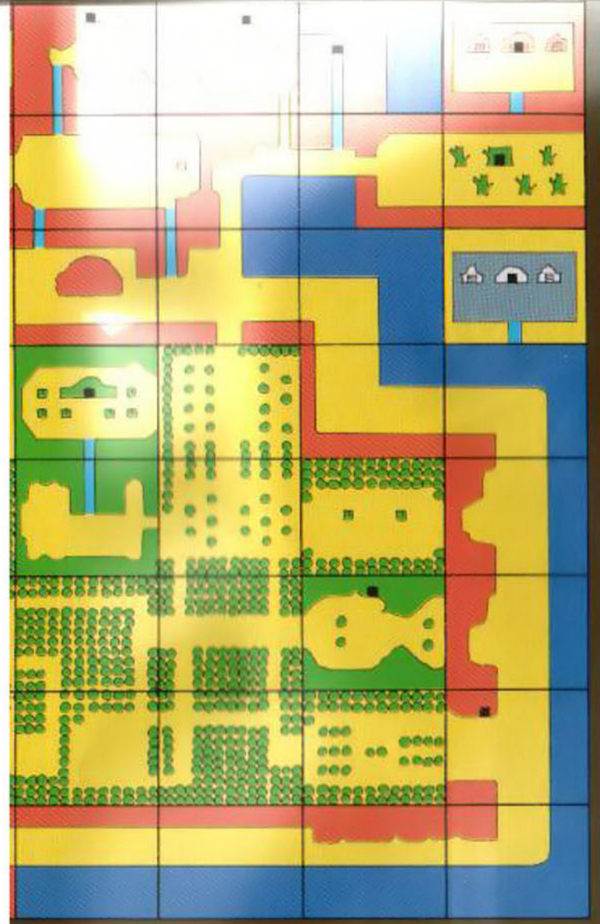
Translation of HISSYOU HINTBON "ZELDA NO DENSETSU" Originally published in Japan in 1986 as HISSYOU HINTBON "ZELDA NO DENSETSU" by Tokuma Shoten, Tokyo





Reward Money

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Money Making Game

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"HOW TO USE THIS PAGE"

Tear this page out and use it. After you tear this page out, cut and separate the seal stickers and the map. When you find the caves and the fountains of the fairies, cut out the individual seals and, stick them to the places on the original map. As you play the game, you will have a complete Overworld map. Make a perfect Overworld map by yourself. See the back of this page for more details on how to use the original map and the seals.

Merchant's cave

Merchant's cave ★	Merchant's cave ★
Merchant's cave ★	Merchant's cave ★
Merchant's cave ★	Merchant's cave ★

Little old man's cave

Little old man's cave ♠	Little old cave ♠
Little old man's cave ♠	Little old cave ♠
Little old man's cave ♠	Little old cave ♠

Little old Lady's cave

Little old Lady's cave ●	Little old Lady's cave ●
Little old Lady's cave ●	Little old Lady's cave ●
Little old Lady's cave ●	Little old Lady's cave ●

Fairy at the fountation

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